497 PS2 GAMES RATED! THE ONLY BUYING ADVICE YOU NEED!
/204 POWER CHEATS! INDIANA JONES & FUTURAMA BUSTED

PSM2

#41

T[illegible]0.1 FOR REAL PS2 GAMERS

EXCLUSIVE!

PRO EVO 3 REVIEWED!

GOOOAL! First UK review of the best footy game ever!

future games
The first choice for gamers
gamesradar.com
NOVEMBER 2003
£3.99

THE REVIEW!

SSX3

IT'S THRICE AS NICE!

Stay frosty! Only PSM2 has the MASSIVE über-review!

SIM-PLY THE BEST!

THE SIMS BUSTIN' OUT

THEY'RE BACK! First play of the living-in-Sim sequel!

ACCESS ALL AREAS!

PLAYSTATION EXPERIENCE 2003

PHOTO SPECIAL! Are YOU in our behind-the-scenes report?...

*DVD not available in the US or Canada

37 PAGES OF WINTER GAMES!

SEE EVERY HOT NEW GAME – NOW!

Medal of Honor | Pop Idol | Gran Turismo 4

Ratchet & Clank: Locked and Loaded

Rogue Ops | Ghost Hunter | R–Type Final

+ MANY MORE!

BEYOND GOOD & EVIL

PIG OF THE BUNCH! From the makers of... *Rayman*?!

LOTR: RETURN OF THE KING

RINGS BLINDER! We've played its ass clean off!

GRAND THEFT AUTO 4

RUMOUR MELTDOWN! The truth they tried to hide!

FIRST WITH

PC CD-ROM PlayStation 2 XBOX NINTENDO GAMECUBE GAME BOY ADVANCE NEW LINE CINEMA

© 2003 Electronic Arts Inc. Electronic Arts, EA GAMES, the EA GAMES logo and "Challenge Everything" are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. © MMIII New Line Productions, Inc. All Rights Reserved. The Lord of the Rings, The Return of the King and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The Online icon is a trademark of Sony Computer Entertainment America Inc. Microsoft, Xbox and the Xbox Logos are either trademarks or registered trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. TM, ® GameBoy Advance and the Nintendo GameCube logo are trademarks of Nintendo. © 2001 Nintendo. All other trademarks are the property of their respective owners. EA GAMES™ is an Electronic Arts™ brand.

THE LORD OF THE RINGS
THE RETURN OF THE KING

Live the movie. Be the hero.

Coming Soon

The battle begins at lordoftherings-eagames.co.uk

EA GAMES

Challenge Everything

Spotlight Off The Ball™ Vision. Now your reading of the game makes all the difference. Achieve complete control over every player on the pitch. Not only the one with the ball. Play passes into space and anticipate the movement of team-mates. Pick out the player who has timed his run and deliver the perfect pass to split the opposition.

Spotlight Off The Ball™ Running. Great players know that what you do without the ball matters just as much as what you do with it. Make dummy runs, find the space and pull defenders out of position. So that, when the killer ball comes your way, you're in the right place to inflict maximum pain.

Spotlight Off The Ball™ Receiving. Invade the space and then defend it. Off The Ball™ Control means that you have to fight over every inch of turf for the good of the team. And risk losing your shirt in the process. Because you need to be strong to get into the best position to receive the ball. And brilliant to bury it.

Spotlight Innovative Gameplay. The enhancements to FIFA Football 2004 don't end with Off The Ball control. In-game Team Management lets you change tactics and call plays in real-time. Plus you can create your own dead ball routines at the touch of a button thanks to Set Piece Play Execution. It's a whole new ball game.

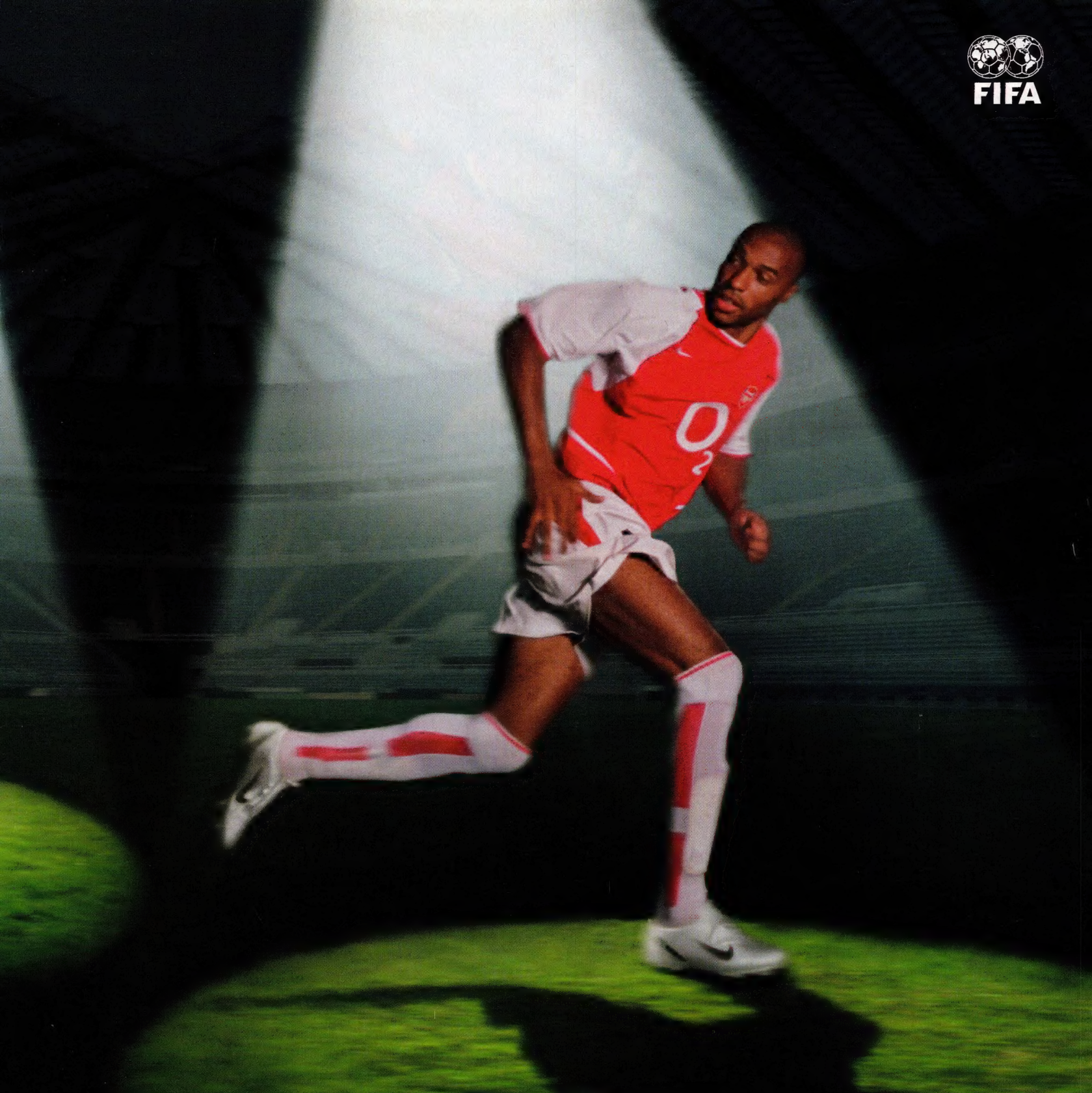
Spotlight Career Mode. Assume the manager's role and take your team from zeroes to heroes. The inclusion of lower league teams and stadia brings greater depth to the gameplay, with the added spice of promotion and relegation battles. If you can balance the books and take your team from nowhere to the big time in successive seasons, immortality awaits.

Spotlight Football Fusion. Get even more from FIFA Football 2004 with Football Fusion. Import a team from Total Club Manager 2004 and play their games for real in FIFA, then export the result and continue managing. You can create an all-star team in Total Club Manager 2004 and play their fixtures in your new FIFA game. Or export a team from Total Club Manager 2004 not featured in FIFA Football 2004 and play their matches in real-time.

PlayStation.2

www.fifafootball2004.ea.com

© 2003 Electronic Arts Inc. Electronic Arts, EA SPORTS and the EA SPORTS logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. Official FIFA licensed product. The FIFA Logo © 1977 FIFA TM. Manufactured under license by Electronic Arts Inc. Player names and likenesses used under license from The International Federation of Professional Footballers (FIFPro), national teams, clubs, and/or leagues. All sponsored products, company names, brand names and logos are the property of their respective owners. All other trademarks are the property of their respective owners. EA SPORTS™ is an Electronic Arts™ brand. "PlayStation" and the "PS" Family logos are registered trademarks of Sony Computer Entertainment Inc.



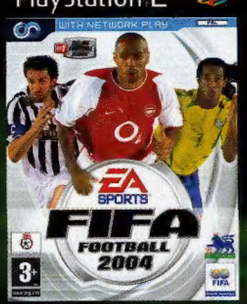
FIFA

It's not what you do on the ball
It's what you do off it

Great players know that it's what they do Off The Ball that makes them great. A world class striker is a master of Off The Ball™ Running, tearing open the defence to make himself available for the killer pass. He fights for every inch of turf, jostling with defenders to steal a yard and gain the advantage. While a great defender closes down an opponent who is on the ball so that a team mate can steam in, make the tackle and win the ball.

Create brilliance. With OFF THE BALL™ Control.

PlayStation 2



EA SPORTS™

It's in the game.™

NBA JAM
TRAINING CAMP
DAY
54
NBA JAM
SOME ARE BORN GREAT-SOME TRY HARD
PlayStation 2
XBOX
Acclaim
WWW.ACCLAIM.COM
PLAYSTATION AND PLAYSTATION LOGOS ARE REGISTERED TRADEMARKS OF SONY COMPUTER ENTERTAINMENT INC. MICROSOFT, XBOX AND THE XBOX LOGOS ARE EITHER REGISTERED TRADEMARKS OR TRADEMARKS OF MICROSOFT CORPORATION IN THE U.S. AND/OR IN OTHER COUNTRIES AND ARE USED UNDER LICENCE FROM MICROSOFT.

SSX3

It's another PSM2 WORLD EXCLUSIVE. We've loved SSX from the start so who better to bring you the first review of the ultimate trickster?

WELCOME TO PSM2

PLAYSTATION 2 FOR £100 AND GAMES ARE £15 A POP. BUT AT WHAT PRICE?

You've almost certainly got a PS2. Otherwise why are you reading the UK's best PS2 magazine? But how much did you pay for it? £169? Get a free Eye Toy thrown in? Or are you an old timer? Parted with £199 and an extra £40 for a copy of *Grand Theft Auto*? Or do you go even further back? Did you shell out £299 – including a £30 deposit IN ADVANCE – to get your PS2 on (something resembling) launch day? And then did you fork out another £80 on *Tekken Tag* and *Ridge 5*? Who got the bargain then? Well, all of you did.

Think games and machines are over-priced? Remember back to the launch of PSone: £299 for the console (under-cutting Sega's Saturn by £100) and £45 for the games. These days people are whinging at Sony to take PS2 down to £100. £100 for a machine that *plays freakin' PS2 games* AND DVDs? It's not often we'll back the big boys but Jeez, give them a break. Do you realise how brilliant your PS2 is? Of course we all want games and machines cheaper but how cheap is too cheap? How many corners will be cut to keep things moving 'forwards'? Do you really want to buy a crap new game every week or would you prefer one brilliant one a month? The tide of knock-down boshed-off games is getting stronger – check Zone of the Spenders on page 17 for chilling evidence. Fact is, if you pay £15 for a game you often get a game that's worth less than that...

Good job we're here to protect you then. Every one of our 90%+ games is a bargain so the next time you hear someone moaning about 'the price of games' just point out that they pay £30 to fill the car or a tenner to see *one* film – *once*. Love your PS2 – it's worth every penny.

THE PSM2 TEAM

BY CHOOSING BRITAIN'S BEST PS2 MAG, EVERY MONTH WE GUARANTEE YOU:

☑ THE SHARPEST OPINIONS

Unlike other magazines, we're not 'in bed' with the industry – we can write what we want, when we want. We're the only mag to bring you hands-on verdicts of games while they're still being made and it's against PSM2's reviews that others are judged. Our readers always come first and we'll never betray your trust.

☑ THE CLEAREST INFORMATION

Don't put up with magazines that give you 400 words of indulgent drivel before they actually start talking about a game. PSM2 gets straight to the point while the others are still up their own arses. No-one comes close to the quality of our writing and we guarantee you the best, most exclusive screenshots every single issue.

☑ THE RICHEST DETAIL

We play games longer and harder than anyone else and stuff every page with the detail we find. We want to show you what it's like to feel the rain on the screen in *Metal Gear Solid 2* and floor an Audi TT around central London in *The Getaway*. The result? By reading PSM2, you're the most informed people on the planet.

☑ THE BIGGEST GAMES

As well as bringing you unrivalled coverage of every new UK game, we review the biggest titles as soon as they hit Japan and America – so you know which ones are worth waiting for. If a game's not in PSM2, it's not worth knowing about. Anyone who decides to sneak a game on to the shelves behind our backs can't be trusted.

☑ THE HOTTEST DVD ACTION

Forget a disc full of developer-approved CG and misinformed, patronising press release voiceovers – we carry more in-game footage than any other mag. In fact, we show you more games in action, full stop (don't let inferior mags try and tell you otherwise). No-one can better the kind of inside info we get. You won't miss a thing. And it's all free.

☑ WARNING: PSM2 ISN'T ABOUT...

Piss-poor, seen-it-before features on girls 'n' games. Or game violence. Or piracy in the games industry. It's not about *those* Japs being mad or D-list celebrities playing some random title. We don't review music CDs or ice creams. We won't waste space with such clichéd trash – we'll let other magazines do that.

PSM2 • OFTEN IMITATED • NEVER BETTERED

PLAYSTATION 2 MAGAZINE

PSM2

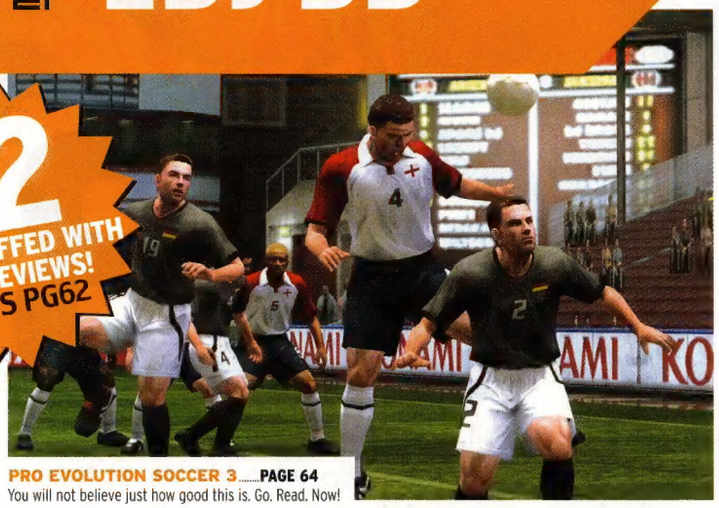
CONTENTS

PLAYING PS2 LONGER, HARDER, FASTER

コンテンツ

コンテンツ

32 PAGES STUFFED WITH KILLA REVIEWS! STARTS PG62



PRO EVOLUTION SOCCER 3 ..... PAGE 64
You will not believe just how good this is. Go. Read. Now!

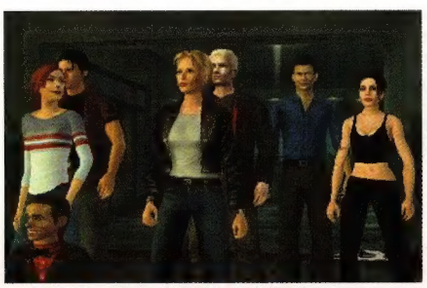
METAL ARMS ..... PAGE 84
Battery not included as Vivendi out-robots *Ratchet.*

THE SIMS: BUSTIN' OUT ..... PAGE 34
Don't dream it, be it! Live a virtual life inside your PS2.

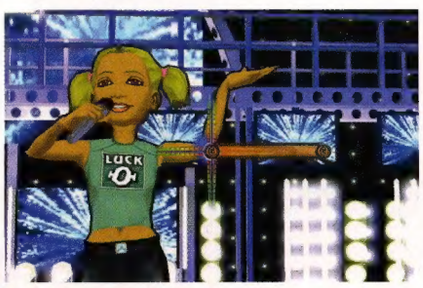
WORLD EXCLUSIVE!

SSX3

Thought the last game was 'tricky'? Then slide yourself out of the picture. This is THE only free-roaming, radio savvy, board-bending snow surfer between now and winter 2004. Doubt the ice cold logic of our words? Then get on over to page 24 and sample the reality...



BUFFY THE VAMPIRE SLAYER ..... PAGE 68
Stakes are high as this licence makes a worthy stab for our hearts.



POP IDOL ..... PAGE 52
Murder most Cowel. PSM2 lifts the lid on the new Bemani bust-up.

THIS MONTH IN PSM2

16 ACCELERATOR
The place with the hottest PS2 stories, news from developers, insider gossip and release info

Grand Theft Auto 4 16
PlayStation 3 latest 18
Half-Life 2 18
James Bond in bed with Mya 19
Resi Online Offline 20
MGS3: Snake Eater Update 21
Come and work for PSM2 23

30 COMING SOON
PSM2 goes hands-on with tomorrow's big games first

Beyond Good and Evil 30
Sims: Bustin' Out, The 34
Ghosthunter 38
Ratchet & Clank 2 40
Medal of Honor: Rising Sun 42
LOTR: The Return of the King 46
Pop Idol 52

124 OVERLOAD

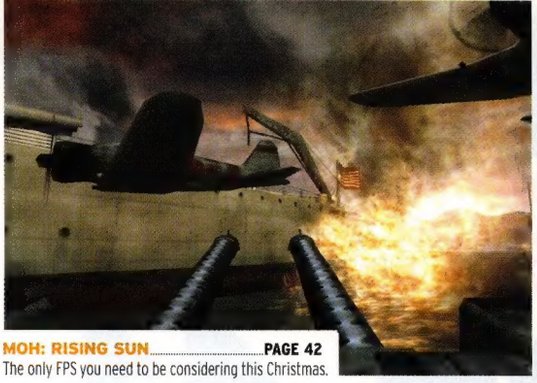
Cy Girls 124
Castlevania 125
Kill Switch 125
Front Mission 4 125
Monster Hunter 126
Firefighter FD 18 127
I-Ninja 127
Dancing Stage Fever 127

EVERY ISSUE

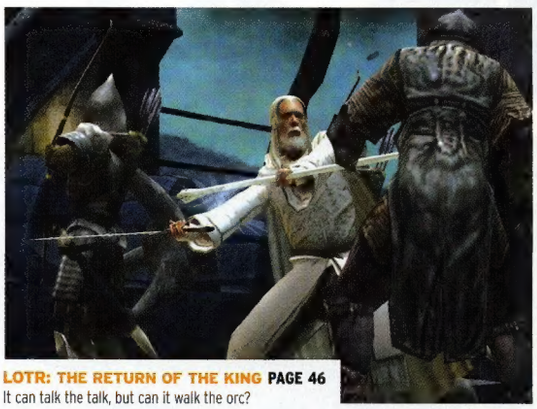
Letters 12
Absolute PS2 94
Next Issue 118
Subscriptions 120
Last Laugh 130

CONTENTS

"WE'RE PUPPETS IN SOME KIND OF RIDICULOUS PANTOMIME" - PG101



MOH: RISING SUN ..... **PAGE 42**
The only FPS you need to be considering this Christmas.



LOTR: THE RETURN OF THE KING **PAGE 46**
It can talk the talk, but can it walk the orc?

PLAYSTATION EXPERIENCE ..... **PAGE 58**
All those present say "Hi". Everyone else, read this now!

"METAL GEAR SOLID 3 WILL BE HIDEO KOJIMA'S LAST METAL GEAR GAME" - KAZ'S ALL-SEEING HIRAI - PG18

NEW TO PSM2?

WE RECOMMEND YOU GO HERE FIRST...

10 ON YOUR DVD
If you're keen, you've already seen this month's awesome DVD. If not, flip the page and check out what you've got to watch when you get home...

12 LETTERS
Find out what *real* PS2 gamers are talking about.

24 SSX3
Fresher than a lemon scented ice cube dropped in a sparkling glass of Perrier, this is EA Big reinventing the wheel – albeit a large, flat, non-rolling kind of one.

64 PRO EVOLUTION SOCCER 3
So stunning it'll make you cry like Gazza and strike like Rooney every single time you play. This isn't just a game... it's more important than that.

ISSUE #41 "PEAK AND DESTROY"
It's EA's boldest take on the *SSX* series to date. New tricks, new characters, new ways of mastering the slopes... It's everything we dreamed of and snow much more besides.

62 REVIEWS

All the latest games given the PSM2 review treatment

SSX3 24
Pro Evolution Soccer 3 64
Buffy The Vampire Slayer 68
Wallace and Gromit: Project Zoo 70
Bomberman Kart 72
Boxing Champions 73
Bionicle 73
Alter Echo 74
Everquest: Online Adventures 76
Breath of Fire: Dragon Quarter 78
Yu-Gi-Oh: Duellists of the Roses 79
Hardware: Online Arena 79
Naval Ops: Warship Gunner 80
Hunter Wayward: The Reckoning 81
Finding Nemo 82
Kings of Route 66 83
Gallop Racer 83
Metal Arms: Glitch in the System 84
R-Type Final 88

FEATURES

Extended PSM2 coverage of major new titles

PlayStation Experience 2003 58
Absolute PS2 94

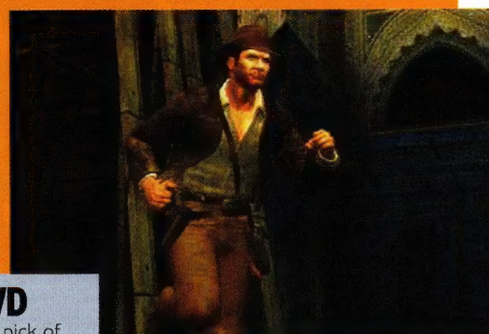
96 PRO TIPS

Training you in the dark arts of PS2.

Futurama 100
Tomb Raider: TAOD 101
Soul Calibur 2 101
GTA: Vice City 101
Aliens vs Predator 101
TimeSplitters 2 102
Ratchet and Clank 102
Final Fantasy 10 102
Great Escape, The 102
Madden NFL 2004 102
RTX Red Rock 102
Chaos Legion 102
Indiana Jones and the Emperor's Tomb 110

DVD

The pick of this month's DVD releases reviewed ... **92**



INDIANA JONES ..... **PAGE 110**
Instant mastery with part two of our comprehensive guide to the Emperor's Tomb. Read it and win!

YOUR QUICK FLICK GUIDE!

GAME NAME	PAGE	SECTION
Aliens Vs Predator	101	Pro Tips
Alter Echo	74	Reviews
Beyond Good and Evil	30	Coming Soon
Bionicle	73	Reviews
Bloody Roar 4	127	Overload
Bomberman Kart	72	Reviews
Boxing Champions	73	Reviews
Breath of Fire: Dragon Quarter	78	Reviews
Buffy the Vampire Slayer	68	Reviews
Castlevania: Lament of Innocence	125	Overload
Celebrity Deathmatch	44	Coming Soon
Chaos Legion	102	Pro Tips
Cy Girls	124	Overload
Dancing Stage Fever	127	Overload
Everquest: Online Adventures	76	Reviews
Final Fantasy 10	102	Pro Tips
Finding Nemo	82	Reviews
Firefighter FD 18	127	Overload
Ford Racing 2	50	Coming Soon
Front Mission 4	125	Overload
Futurama	100	Pro Tips
Gallop Racer	83	Reviews
Ghosthunter	38	Coming Soon
Grand Theft Auto 4	16	Accelerator
Great Escape, The	102	Pro Tips
Gregory Horror SHow	48	Coming Soon
GTA : Vice City	101	Pro Tips
Half-Life 2	18	Accelerator
Hardware: Online Arena	79	Reviews
Hunter Wayward: The Reckoning	81	Reviews
I-Ninja	127	Overload
Indiana Jones: ATET	110	Pro Tips
James Bond 007 in... EoN	19	Accelerator
Kill Switch	125	Overload
Kings of Route 66	83	Reviews
LOTR: The Return of the King	46	Coming Soon
Madden NFL 2004	102	Pro Tips
Medal of Honor: Rising Sun	42	Coming Soon
Metal Arms: Glitch in the System	84	Reviews
Metal Gear Solid 3: Snake Eater	21	Accelerator
Monster Hunter	126	Overload
Naval Ops: Warship Gunner	80	Reviews
Pop Idol	52	Coming Soon
Pro Evolution Soccer 3	64	Reviews
Ratchet and Clank	102	Pro Tips
Ratchet and Clank 2: LAL	40	Coming Soon
Resident Evil Outbreak	20	Accelerator
Rogue Ops	36	Coming Soon
Rolling	127	Overload
RTX Red Rock	102	Pro Tips
R-Type Final	88	Reviews
Sims: Bustin Out, The	34	Coming Soon
Soul Calibur 2	101	Pro Tips
SSX3	24	Reviews
TimeSplitters 2	101	Pro Tips
Tomb Raider: TAOD	101	Pro Tips
Wallace and Gromit: Project Zoo	70	Reviews
Worms 3D	54	Coming Soon
Yu-Gi-Oh: Deullists of the Roses	79	Reviews

"THE ORANGE WRITING TELLS YOU WHAT SECTION YOU'RE IN – THE BLUE HIGHLIGHTS WHAT YOU'RE ABOUT TO CHOOSE"

PSM2DVD 41

Mo' money, mo' problems – this is the best you can get. And with *MGS3* this is our sickest trip yet. Feel the breeze. Beeeatch!

FREE! THE NO.1 PLAYSTATION 2 DISC!
PSM2DVD
VOL. 41 The HOTTEST games // The BIGGEST disc // The No.1 choice
EXCLUSIVE!
NEW! RESIDENT EVIL OUTBREAK
NEW! PLAYSTATION 2 EXPERIENCE SHOW REPORT
NEW! BACKYARD WRESTLING
NEW! BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS
Loaded with
15
WORLD FIRST!
TACTICAL ESPIONAGE ACTION
METAL GEAR SOLID 3
SNAKE EATER
ALL-NEW TRAILER! Never before seen crystal clear DVD footage of Snake's latest – only on PSM2!
DRIVER 3
FIRST IN-GAME FOOTAGE!
The PSM2 spy-cam gets the games YOU want to see!
AND AGAIN!
FIRST AGAIN!
TRUE CRIME
STREETS OF L.A.
YOUR MOVE, CREEP!
Drive! Fight! Kill! Our EXCLUSIVE in-game action shows the lot!
527 CHEATS ONLY ON THIS DVD

METAL GEAR SOLID 3: SNAKE EATER

How do you like your snake? Rare? Well done? Hideo Kojima recommends 'Solid' y'know. Er, yep, thanks for that Koj. 'Hilarious' gags aside, our world exclusive premiere of the brand new six minute trailer of *Metal Gear Solid 3: Snake Eater* is a stunning showcase of the amazement to come when the 'gottle' of 'Gear' goodness is served up next year. Sneaking through jungles? Dodging deadly spike traps? Lurking under crocodile skins immersed up to our necks in stinking swamp? We can hardly contain our excitement.

That not enough? How about a sneaky peek at the eagerly awaited *Driver 3*? Or a massive in-game blowout of cops 'n robbers shooter *True Crime*? Then there's *Resi Evil: Outbreak*, *Buffy*, *Mafia* and ooh, loads more. Only PSM2 brings you the massive exclusives, month in, month out. Don't pay more for less, you hear?

GET THE MOST FROM YOUR DISC...

DOLBY 5.1 SOUND

The PSM2 DVD now sports full 5.1 support with portions of the DVD soundtrack and, where available, the game noise itself being presented in full Dolby Digital 5.1 surround sound. If you don't have the gear, fret not. Our disc works perfectly in stereo or mono.

PIN-SHARP PICTURE

We've optimised the presentation of the disc to provide high quality playback on any TV using any connection. But for maximum enjoyment, we recommend you get hold of a lead with S-Video connection for your PS2 (around £15). Either that or watch the disc in RGB-o-vision with a regular DVD player.

SYSTEM MODIFICATIONS

Want to make your DVD playback even louder and sharper through the lead that came with your PS2? Simply pause your disc (by pressing ►II) and locate the Set-Up option (top row and right). Go to Audio options and set the DVD Volume option to +2. Do the same for DVD Sharpness.

COMPLETE BUYER'S GUIDE

The PSM2 DVD isn't just a monthly collection of the hottest in-game action from the biggest new titles. It also features a review vault of every PS2 game, plus video-reviews of our top recommendations. Finished watching the footage? Try out our unique branching directory.

SHHH. IT'S A SECRET...

Finally, when you think you've explored the disc completely, you haven't. We've deposited some secret footage on the DVD. As always, we'll reveal where it was and what it was next month. In the meantime, to find out how to unlock last disc's egg, see over there...

THE BEST GAMES • THE BIGGEST DISC

NEW TO PSM2? START HERE...

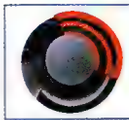
1. THE MONOLITH

After thrilling to our full-on DVD intro, your journey through harsh reality brings you to the PSM2 Monolith – a peaceful and perfect place where you can choose from one of five PSM2 game-realms to visit.

THE MONOLITH: Here's where your journey starts. Explore every section to release three and a half hours of entertainment.

2. GETTING AROUND

Whether you're using a DualShock 2, PS2 remote, using a PC's mouse or simply watching through a DVD player, it's easy to find what you want. Here's the PS2 basics...

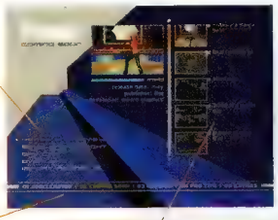


While you're watching Reviews, click down the R3 Analogue stick to hear an alternative soundtrack.

3. BROWSING

Your DVD has five main sections: Accelerator, Coming Soon, Reviews, Pro Tips and Extras. Each of these is split further for your ease and entertainment.

THE SUB NAVIGATOR
In each section you can move the blue highlight left to this column and choose similar parts of the disc.



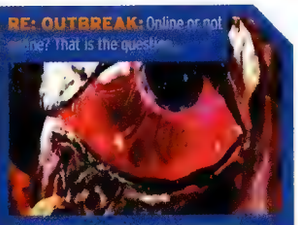
MAIN MENU
Move the blue highlight down here to access all the other sections of the DVD – no need to go back to the start. Magic.

GAMES
Scroll the blue highlight up and down here – click ⊗ once to select, then again to play.

EASY GUIDE Orange shows you what section you're in, blue what you're about to choose.

THIS MONTH'S HIGHLIGHTS...

MUSIC SNAKE EATER: Snake sneaks onto your PS2 in our exclusive all-new trailer. Delicious.



RE: OUTBREAK: Online or not online? That is the question.

TRUE CRIME: Huge preview coming straight from da' streets.

OMERTA: Take-2's Cosa Nostra epic unveiled for the very first time.

ACCELERATOR

The biggest developments from around the globe in one eye-rinsing news burst.

Press ⊗ to play the newsreel.

COMING SOON

Home to upcoming games, it's split into five zones:

Hands-On Previews
All the latest game footage and trailers.

Developer Insight
We corner friends from the videogame world and make them speak for you.

Spy Cam
Our game spies are always ready to bag behind-the-scenes footage that other mags wouldn't even dare to record. It's exclusive, for your eyes only.

Overload
It's the best of the rest – exactly the same as in the magazine.

Import Round-Up
From hot new games to [illegible] best sellers. Here's what's moving and shaking in [illegible].

Press ← to use the Sub Navigator and make a selection.

REVIEWS

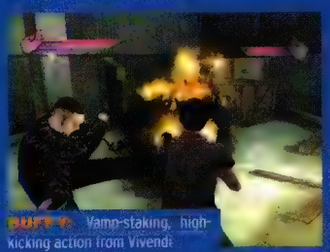
All the insight of PSM2's famous reviews on a DVD.

Recent Releases
See 'em in action, check the PSM2 verdict and listen to the team emptying their heads into your ears.

Absolute PS2
A unique branching directory of every PSM2 review – an essential resource updated every month.

Must Buy
We've broken down the entire PS2 back catalogue into popular types of game. Choose your favourite genre and then check out our recommended titles – click ⊗ to see the review and R3 for commentary.

Press ← to use the Sub Navigator and make a selection.



BUFFY: Vamp-staking, high-kicking action from Vivendi.

DRIVER 3: Our undercover PS2 Spycam captures top secret footage of the PS2's first *Driver* in action.

PRO TIPS

No other mag brings you top guides and reader show-offs.

Pro Dojo
We want to make you famous. Take part in our challenges (see pg98) and earn a place in DVD history. Note: the quality of playback may suffer due to source material being supplied on VHS.

The Experts
We single out a star performance each month. This can be from one of PSM2 team, the game's developer, an award-winning pro gamer, or you.

Access All Areas
A massive volume of life-saving tips, codes and cheats.

Press ← to use the Sub Navigator and make a selection.

PLAYSTATION EXPERIENCE: One report from Europe's finest gaming get together.

EXTRAS

You'll find Showreel and Random Factor selections hidden away here. Play the entire content of the disc in order or – hey! – at random.

LAST MONTH...

Issue 40's secret is an interview with Shiny head honcho Frank Rogan. To find it, head to Pro Tips, then Pro Dojo. Move down to the bottom nav bar, highlight Reviews, and press down. Kerching!

LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

GAME
www.game.uk.com

WINNER!
Every issue, the writer of the Star Letter gets the PS2 game of their choice in return, courtesy of the bright sparks at GAME. Simply tag which game you'd like to the bottom of your letter or email and, if you're the chosen one, GAME will be sending you a copy to your door. Now – entertain us and your fellow readers...

A BAD EXPERIENCE

"LAST YEAR'S EVENT WAS A HUNDRED TIMES BETTER THAN THIS YEAR'S"

I have one thing to say about the PlayStation Experience: it was rubbish! Not the games but because it was so disorganised. I attended the Thursday morning session and got there bang on time 10am sharp but did that make a damn bit of difference? HELL NO! It took half an hour just to get in! There were only three games that me and my crew were eager to try – *PES3*, *WWE* and *FIFA 2004*. Did I get to try any of these games?? HELL NO! Why? Because there were too many fucking people playing on all of 'em! Sure that shows how popular these games are but for God's sake who's the dumb idiot that came up with the idea of having *PES3* & *FIFA* on some four level stage together? Last year's event was a hundred times better than this years because there was less people and less advertising which meant that I managed to have a go on each and every single game on display!

Here are some tips for Sony & Earl's Court Arena if they want me and my crew to ever attend their events again 'cos they sure as hell need lessons in how to organise an event of this magnitude.

1) Limit the ticket sales to a certain number of people.
2) More screens to play on for each big game 'cos six sure as hell weren't enough!
3) Less Advertising = Less People.
4) More celebs.
5) Most Importantly MORE GAMES!

Mr Dhirendra "DG2K" Goordin
Via email

Well, the more people that are there, the more money Sony make. While it's brilliant that PS2 fans get to see games early, the event needs more pods for the big games to allow everyone to play them. And if they want to know which games to go big with then they only have to call.

This is your chance to air your views on the hot potato of the moment: PS2 budget games – do you buy a pair of budget games or a single full-pricer?

EMAIL: PSM2@FUTURENET.CO.UK

WRITE TO: LETTERS, PSM2, FUTURE PUBLISHING LTD, 30 MONMOUTH ST, BATH BA1 2BW

MERCIFUL MOTHER!

Dear PSM2

My problem is this, my own mother has surpassed my skill level at *Ratchet & Clank*.

When she first turned her hand to *Tomb Raider* on the PS one she was so awful that I was forced to leave the room after watching her attempt to leap over a simple gap between two pillars innumerable times whilst still maintaining that she was going to get this right as long as she practiced enough. It wasn't till early this year that she decided to have another go at mastering the little black box.

I decided that I should encourage her thinking that no harm would come of letting her jump around in control of a small wrench wielding 'lombax'. How wrong I was! I now find myself gaping in awe at her collection of 31 gold bolts and wondering if this is the reason the family meals have started to go downhill in both quality and quantity. Please PSM2 in your infinite wisdom could you come up with some way I can either sabotage her skills or deter her from ever playing video games again in order to save myself from the humiliation of a Superior Gaming Matriarch.

Jamie
Glossop, Derbyshire

Looks like you're going to have to be mother from now on, Jamie. Best get cooking, eh?

FOOTBALL FUTURE

Dear PSM2

In response to Anthony H's letter in issue 37 of your incredible mag, I would just like to say a few words against his biased opinion of online football titles.

Firstly, I believe that both fans and non-fans of football will benefit greatly from the PS2s online capabilities. Imagine, if you will, creating and training your own player, taking him to online training schools where more experienced players teach the less experienced new tactics for use in the game. Visualize the joy of watching multiple online clubs headhunt you for your experience and stats. Imagine having your own fanbase who'd watch your every match online and follow your career like hawks as you move to bigger and better clubs in search of fame and experience points to upgrade your player skills and level.

Imagine the pride of getting chosen to play for your country in the world cup, in front of thousands of online PS2 viewers proudly watching the match from the comfort of their own homes. Imagine gripping the edge of your seat in anticipation as the match finally goes to penalties and goalkeepers at different sides of world hastily use their Eye Toys to deflect the other teams shots.

While these ideas may be a long way off from becoming a reality, there is no doubting that if publishers even just released monthly team lists, new team strips and player updates online, football fans would still benefit greatly from the beautiful game's online aspect as there would be no reason to splash out on yearly updates. Until that day then.

John A
Via email

You've just imagined Dan D's perfect future. He's currently weeping with joy and cuddling a sweaty old jockstrap.

WRITE TO PSM2 WITH: GTA ON XBOX – DO YOU CARE? 2D SHOOTERS – OLD RELICS OR STILL HIP? BODY HAIR – OVERRATED?

BALL OF NOISE: Imagine playing *PES3* online. You'd never leave your house and would wither away to nothing.

THE PSM2 RAGE GAUGE

I DON'T UNDERSTAND!

Dear PSM2
Why do game companies bring out rubbish games? WHY? WHY? What's the point of bringing out games like *Charlie's Angels* when they're not going to be bought by anyone apart from die-hard fans? Surely they must lose money on such appaling titles? They should stop churning out second rate titles when they could probably produce something reasonable if they put their minds to it!
Peter Adamson, via email

They'll make a quick buck because some people will inevitably buy it. But really, we have no idea why they do it either. May they all perish.

PLEASE RELEASE ME

Dear PSM2,

Sorry to dust off an old chestnut, but once again, the gaming community has been let down by sliding release dates. You reviewed *Dark Chronicle* a few months back with the release date being sometime in August. Since it was summer (where few decent games come out) I decided to invest in a copy to stave off the boredom that is the summer holidays. I found later that the release date had been shifted back to September the 5th. Waiting patiently, I went today, only to find out that AGAIN the release date has slipped (albeit another week).

When will companies realise that letting dates slip does no-one any good? Look what happened to *Tomb Raider*. Thanks to slips, Core lost the faith of the gaming public and have now lost the rights to the game. If companies set dates, why don't they keep to them, rather than letting us all hang out to dry?

Tim Cooper
Via email

We agree with you. But *Tomb Raider* still sold by the bucketload. Guess they can't get the staff.

EL-EVENT-ARY, WATSON
We still want to know what you thought of the PlayStation Experience. Good, clean fun or hot, crowded and smelly with not enough games?

GOIN' POSTAL

Random snatches of your thinks and knows, selected by order of their relevance and beauty, the rest being put to death horribly. True.

This is getting unpleasant. James Lush, we are still waiting to hear your response...

BIGGIE SMALLS
Why do you rate games on quality and not size?
Phillip Davies, email
So what's better – a short fun game or a long dull one?

E3 LOVER
I was just wondering why is E3 always in Los Angeles and never anywhere else?
Ben McIntosh, email
It's sunny.

QUAKING
Why on earth do you score *Quake 3* so highly? It has to be one of the worst games ever made
Tom, Cheshire
Mentalist.

UNNECESSARY
I agree with Matthew Power, James Lush you are retarded
Rob Herbert, via email

GOOD GRIEF
i bought your mag recently and i was startled to find that some of the pages were stuck together, Is it really that good?
No name supplied.
Enough!

CAPCOM CRISIS
Dear PSM2
I was recently in my local newsagent, passing the mags section when I saw an Xbox magazine boasting a world first review of *Dino Crisis 3* on its front cover. What the hell was going on? Being a fan of the *Dino Crisis* series and owning all the games, I picked it up and read the review. It was on about dinosaurs in space!

Anyway, the review said nothing about *DC3* coming out for PS2. So I waited for issue 40 of your divine mag knowing if it was coming to PS2 you'd definitely tell us. But your mag said nothing! My worst fears were confirmed: its only coming to Xbox.

But I still cannot understand why Capcom have done this, all previous DC games are on PlayStation, and that's also where all the game's fans are too. So they're just going to betray all those hopeful fans by releasing the game on Xbox. Great.

Personally, I don't want to fork out £150 for an Xbox plus a further £40 for the game. I'm sure I'm not the only person who feels this way.
Richard Ryder
Via email
Look on the bright side, Rich; *Dino Crisis 3* is utter steaming munt. You're not missing much.

OFFLINE OUTBREAK
Dear PSM2,
I have just read that *Resident Evil Outbreak* (aka *Online*) is likely NOT to be online in Europe.

As one of the few online games I was really looking forward to I can only feel disgusted.

THIS IS SO TYPICAL. We PAL gamers always get the poopy end of the stick when it comes to games like these. First the craptastic *FFX* port with Tidus running in slow-motion and de-synced voices, then *Auto Modelista* not being playable online in Europe. And now this.

My last hope lies with you PSM2. As the only PS2 magazine I read every month (I even import it!) I hope you might try and change Crapcoms mind or try to talk SCEE into 'helping them out' (as they seem to be blaming SCEE). Remember you were the ones who managed to get your readers ideas into *Vice City*. Please DO something, this can not happen!
Fredrik Fast
Sweden
It's a shocker, isn't it? But you never know, it might be better offline. And baboons might wing their way our of our magic asses.

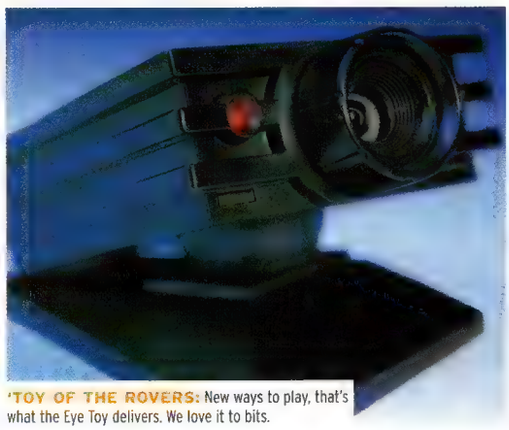
EYE EYE SAILOR
Dear PSM2,
Hats off to Sony. I used to see them as just another company trying to make a few more bucks, and I always thought that Nintendo were invincible. But Sony's only gone and done it: I applaud Eye Toy for its amazing contribution to the video game industry. When it comes down to it, simpler is better. So it's a pretty brilliant idea to think 'why not make the gamer be the star for once, and make them look like fools for a change'.

At first I thought Eye Toy was some over hyped peripheral that would be very expensive, impossible to play and annoying to control. But after buying it out of sheer boredom and curiosity (and your encouraging review) I found it to be brilliant, addictive, fun, and I can say 'I'm on the TV!' It just adds depth to game evolution. Most of the time the industry is like 'in this game, what new ability should the player be able to harness?', but now it's more a case of 'What new way can someone enjoy a game, and at the same time can we invent a new form of gaming'.

Peripherals are the next best thing. The light gun was probably the last peripheral to be such a success and Eye Toy really does open up developers eyes so they can enhance the style of gaming. I recommend Eye Toy completely.

Plus you get a nice bit of exercise and get to loosen all your joints. I've taken to having a short play before work so I feel a little less tired.

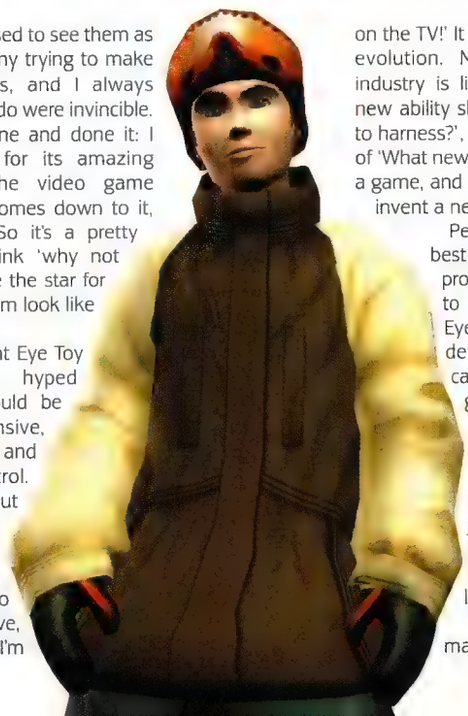
It'd be brilliant if they made an exercise game, even better if Mr Motivator participated.
Alex Roe
Peterborough
Amen to that. Apart from the Mr Motivator bit. Weirdo.



'TOY OF THE ROVERS: New ways to play, that's what the Eye Toy delivers. We love it to bits.

BOARD STUPID
Dear PSM2,
Have you lost your minds? In issue 39 you did a very detailed preview of *SSX3* and in your verdict box you said that it is good enough to rival *Grand Theft Auto: VC* but flaws wont let it go above the glorious 97% set by the greatest game ever.

"WHEN WILL COMPANIES REALISE THAT LETTING DATES SLIP DOES NO-ONE ANY GOOD? LOOK WHAT HAPPENED TO TOMB RAIDER"



Then I noticed your little 'Stop Press' box and found that the problems stopping it from being better than *Vice City* are not true. So you seriously think a snowboarding game could beat a ground-breaker game like *VC*?

I agree it seems to be a very good game, but really, does it offer the pure fun and freedom of *Vice City*? If you do I think you clowns down at the office could do with a CAT scan to see if you're brains are damaged.
Adam Collinson
Via email
There's absolutely no reason why *SSX3* can't be a better game than *Vice City*. And there's nothing like waiting to read the review before putting paw to keyboard, eh Adam?

REVIEW RUCKUS
Dear PSM2,
I think when you review a game which has network play you should give it a normal review score, and then a

LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

SWEARY GOOD: Adults only, kids! If you're under 18 and have played this, YOU'RE GOING TO JAIL. No shit.

second score for its online play. For instance, I think that *Destruction Derby* will get tiring when playing it on your own. But online it will be brilliant and I can see it getting a higher score in online terms than *FIFA* and maybe even *Gran Turismo*.

Robert Evans
Via email

Excellent idea, but rather than actually adopt any of your ideas we'll just keep doing what we're doing: making sure that any online features are appraised in our ultra-thorough reviews. Thanks for writing though.

CERTIFIED

Dear PSM2,

I would like to say how sick to death I am of parents whinging on about how awful games like *Grand Theft Auto: Vice City* and *The Getaway* are, just because of their content like bad language and violence.

They know that the games are classified with an 18 certificate so they can't moan. If they don't want their kids to have these games then don't buy for them!

I just can't believe the cheek of some parents that say how disgraceful it is to make a game like that when they have their 12 year-old son playing it – and it clearly says '18' on the box.

So stop moaning and let the adults have some games?

Daniel Kemp
Colchester

Folks giving you a hard time, eh, Daniel? Yeah, we know.

ON THE SNAKE: Will Kojima put laxatives in MGS3? Or how about a travel iron and a currency converter?

DON'T WRITE TO PSM2 WITH...
HOW CAN SSX BE BETTER THAN VICE CITY?
JAK2 CAN'T BE THAT GOOD.

WHISTLIN' DIXIE

Dear PSM2,

I have thought of a few ideas for *Metal Gear Solid 3*. Snake can have a custom whistle, to confuse guards (for example, a guard by a door). If you need to get past, use the whistle and it will shout out various words, eg, 'enemy'. The guard will then run.

Also, here's a new move for Snake; creep up behind a guard, click down the right thumb stick and Snake will pull the guard's trousers down.

Peter Green
Bournemouth

Are you THE Peter Green, from Fleetwood Mac? No? Oh. Anyway, we like your Snake Eater ideas and want everyone to come up with five even more stupid ones for next issue.

SILLY BOY

Dear PSM2,

We all want to see fresh new ideas for *MGS3*, but Ben Smallman has gone too far. If the world's fate rests in your hands, would you waste valuable space on laxatives? NO! The last thing I would worry about is bloody constipation. And beans? The embarrassment of smuggling some beans! What the hell is wrong with him. He's just a stupid prick. *MGS* doesn't need fantasy, it needs things like the following: bullet time! And maybe some Matrix-style moves.

James McInroy
via email

Like we said. We want five stupid ideas for *MGS3*... And here's another two right now! Bullet time? You are joking, right? Slow-motion fighting is sooooo 1999. And we take it you've never been constipated. It's no [frrrt!] laughing matter. Ahem.

All correspondence is assumed to be for publication unless marked otherwise. PSM2 reserve the right to edit readers' letters for length and clarity.

GLOBAL SPILLAGE

Letters from around the world in an easy-to-comprehend planet-gram.

YOU WHAT?

Who's been saying what this issue.

PS Experience
GTA4
PES Vs FIFA
PS2 online
Girls Aloud

PLAYSTATION 2 MAGAZINE
PSM2

PSM2, Future Publishing, 30 Monmouth Street, Bath BA1 2BW
Email: PSM2@FUTURENET.CO.UK
Tel: 01225 442244 • Fax: 01225 446019

Daniel 'Mr Tumnus' Griffiths
Milf 'Mr Freeze' Coppock
Jonnie 'Eddie the Eagle' Bryant
Daniel 'The Snowman' Dawkins
Daniel 'Slush Puppie' Vincent
Adrian 'Santa's little elf' Lawton
Chris 'The Hamiltons' Stocker
Jes Bickham, Kath Brice, Kim Wilde, Russell James, Sarah Kennett, Miriam McDonald, Martin Moore, Nick Ellis, Stephen Daultrey

ADVERTISING
Call: 01225 442244
Simon Tapscott
Darren Gratton
Scott Longstaff, Phil Jones, Dan Robinson

PRODUCTION
Rose Griffiths
Lee Thomas
Matt Eglinton
Mark Gover,
Jason Titley, Simon Windsor

EXECUTIVE STAFF
Roger Parry
Greg Ingham
Colin Morrison
John Bowman
Rob Price
Mia Roberts
The Future Publishing Collective Hive Mind

SUBSCRIPTIONS
PSM2
FREEPOST BS4900, Somerton, Somerset, TA11 6BR
Email subs@futurenet.co.uk
01458 271184
01225 822510
Simon Wear
Email: simon.wear@futurenet.co.uk
Tel: (0)1225 442244 • Fax: (0)1225 732384
Wyndeham Heron
Seymour Distribution, 86 Newman Street, London W1P 3LD. Tel 020 7907 6000

All contributions submitted to PSM2 are accepted on the basis of non-exclusive worldwide license to publish or license others to do so, unless otherwise agreed in advance. PSM2 recognises all copyrights and trademarks. Where possible, we acknowledge the copyright holder. Please contact us if we haven't credited your copyright and we'll correct any oversight. PSM2 is an independent PlayStation 2 magazine in no way authorised, sponsored or endorsed by SCEE or the Sony corporation. PlayStation, PlayStation 2 and PS2 are registered trademarks of Sony Computer Entertainment Europe Limited.

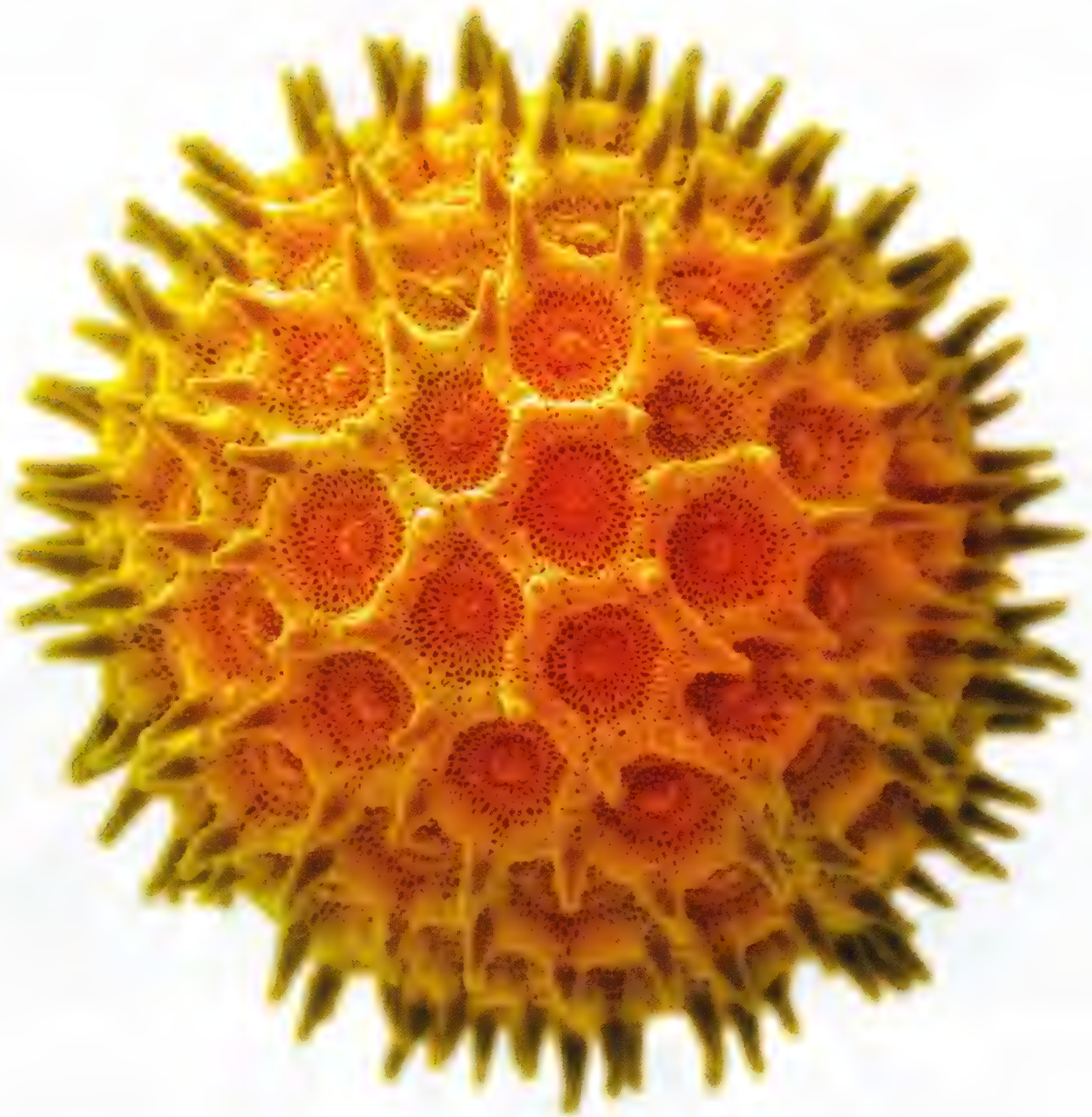
Future Publishing Ltd. is part of The Future Network plc

The Future Network produces carefully targeted specialist magazines and websites for groups of people who share a passion. We aim to satisfy their passion by creating titles that offer superb value for money, trustworthy information, multiple ways to save time and money, and are a pleasure to read or visit. Today we publish more than 90 magazines and over 30 magazine websites and networks from offices in five countries. The company also licenses 39 of its titles resulting in over 150 local editions in 30 other countries.

gamesradar.com

The Future Network plc is a public company quoted on the London Stock Exchange (symbol: FNET)

Tel +44 1225 442244
www.thefuturenetwork.plc.uk
Bath London Los Angeles Milan
New York Paris San Francisco



1 of billions of dust particles flying from the rear of the Subaru Impreza WRX.

04

colin mcrae rally

breath taking, heart pounding, pulse racing detail

PlayStation 2

"One of the world's finest racing games" 92% - PSM2

Out 19th September

www.codemasters.com

Codemasters

GENIUS AT PLAY

© 2003 The Codemasters Software Company Limited ("Codemasters"). All rights reserved. "Codemasters"® is a registered trademark owned by Codemasters. "Colin McRae Rally 04"™ and "GENIUS AT PLAY"™ are trademarks of Codemasters. "Colin McRae"™ and the Colin McRae signature device are registered trademarks of Colin McRae used under license. All other copyrights or trademarks are the property of their respective owners and are being used under license. This game is NOT licensed by or associated with the FIA or any related company. "PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. All rights reserved. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft.

PLAYSTATION 2 MAGAZINE
PSM2
ACCELERATOR
DRIVING OPINION · BREAKING NEWS
ニュース

GANG WARFARE: Sony can't risk loosing (or even sharing) *GTA4* and so have set Rockstar's *GTA3* and *VC* loose months early.

GTA4 – THE TRUTH

GTA4: WHY SONY SHAT THE BED

Sony surrender crown jewels to Xbox, in compromise deal to secure future superiority of PS2. Find out why *GTA4* has Sony running scared...

Sony have surrendered their two biggest games to Bill Gates, in a trade-off deal to keep *GTA4* exclusive to PS2. *GTA3* and *GTA: Vice City* will appear on Xbox, in a startling renegotiation of the original exclusivity contract that kept both titles exclusive to PS2 until November 2004. Why? Because they couldn't risk losing *GTA4*.

Take 2's (Rockstar's parent company) Chief Executive, Jeffery Lapin revealed they had amended the original exclusivity deal, in a recent financial conference call. He confirmed that *GTA4* would be exclusive to PS2, but – this is the killer – wouldn't reveal for how long.

Speculating sensibly, we wouldn't be surprised if the next *GTA* game – due November 2004 – will be exclusive to PS2 for around six months covering the crucial Christmas period. Typically, Sony are refusing to comment.

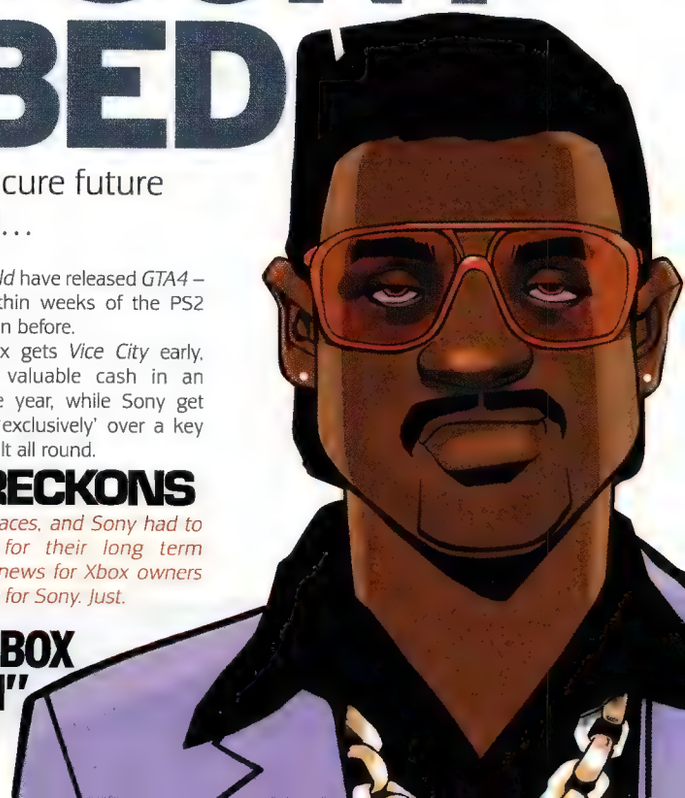
In truth, Sony are acting shrewdly. Under the terms of the old deal, Rockstar couldn't have released *Vice City* on Xbox until 2004, but *could* have released *GTA4* – title pending – within weeks of the PS2 version. Maybe even before.

This way, Xbox gets *Vice City* early, earning Rockstar valuable cash in an otherwise *GTA*-free year, while Sony get their prized asset 'exclusively' over a key festive period. Result all round.

PSM2 RECKONS

Rockstar hold the aces, and Sony had to tactically retreat for their long term interest. So good news for Xbox owners but a moral victory for Sony. Just.

"ROCKSTAR COULD HAVE RELEASED THE XBOX GTA4 WITHIN WEEKS OF THE PS2 VERSION"



GTA4 - THE TRUTH

50 CENT SPILLS BEANS?

Rumour? Possibly, but potentially seismic. During a recent interview on US MTV rap phenomenon 50 Cent of In Da Club fame – was asked what he'll be working on next. "I'm getting my sneaker line together and they just called me for the next *GTA* game", was the shock reply.

Visibly excited, presenter Sway pushed further, until 50 confessed up that he'd be working on the soundtrack, not appearing as an in-game character. The upshot? *GTA4* is set in the present day, and – within the [illegible] – rumoured. Don't scoff – Rockstar are currently recruiting for a "Researcher for contemporary culture and all aspects within [illegible] politics!" for their product development department. The ad can be found on their official website, www.rockstargames.com for the job based at Rockstar's NY HQ.

Thinking about it, what other Rockstar game incorporates such broad references? Our money's on *GTA4* set in the present day with a gangster rap soundtrack. Word

THE FACTS

1) The unique www website names www.grandtheftautosanandreas.com and www.gtasanandreas.com have been bagged by Rockstar's webmaster Richard Bryson. A Californian connection seems assured.

2) On the website http://www.rockstargames.com/grandtheftauto4/flash/FrancisAirport, there are links to a number of locations – including London, Vice City, Tokyo and San Andreas – that obey a bizarre pattern. They're either locations from Rockstar games, or places where they have offices. You guessed it – Rockstar don't have an office in San Andreas. Ah ha.

3) In the region of the three islands were called Liberty City, Vice City and San Andreas. Surprised?

IS THIS FIRST SCREENSHOT OF GTA4?

This pristine, but highly suspicious, shot appeared on the interweb almost a year ago. Sure, it's a great Photoshop job (the graphics manipulation package we use to make the mag), but if it's genuine – and not just the work of some excitable dufus – I'll eat our ass with a spoon. Honest.

THE EVIDENCE

Q) [illegible] VCPD [illegible] Vice City [illegible] San Andreas?

B) [illegible]

Q) [illegible] Rockstar North [illegible] Advanced GB [illegible] Rockstar [illegible]

[illegible]

[illegible] Liberty City [illegible] Vice City [illegible] San Andreas [illegible]

RUMOUR? SHROOMER! PSM2 RECKONS...

Rockstar are masters of rumour and subterfuge. Hence the pseudo-believable teaser site for *Manhunt* with grainy TV footage, and the original posturing from *Vice City* on www.kentpaul.com. Rockstar *want* speculation so the *GTA4* buzz may not be wide of the mark. For our money, it's *GTA: San Andreas* – based on a re-tooled amalgam of San Francisco and Los Angeles – set in the present day. Logically, there's more scope for cool vehicles and weapons, plus the commercially lucrative opportunity of a gangsta rap/nu-metal/pop soundtrack. Stars are now begging to get on the *GTA* for mutual promotion. In life, as in Liberty City, money is king.

GOOD OR BAD? GTA OPINION

Views from the gamesradar.com forum

"I don't think Sony have to worry. *MGS Substance* sold about 15 copies on the Xbox and I think *GTA* will only sell to the existing users rather than getting millions of people to run out and buy an Xbox." **KIRAN**

"I expect the next *GTA* game will come out on the PS2 at least six months before anywhere else. That will be a lot more exciting than some two-in-one valuepack of a one and two year old game. Any self respecting gamer already owns both *GTA* games." **XOSKELY10**

"It may just nudge people into making the leap from PS2 to Xbox. I know it would make me get one." **MITSURUOI**

"If they do a deal for PS2 on the next *GTA* game then a few Xbox owners who have played these two games might pick up a PS2 for the next installment(s)" **HAIL TO THE KING BABY!**

"I for one will be trading my PS2 GTA for Xbox versions. Hopefully the graphics will sort themselves out, since that is the only complaint I have about the PS2 versions." **TODDIMUS PRIME**

"I'm a bit annoyed, to be honest." **PROTOPLASMIC**

ZONE OF THE SPENDERS

Every game worth buying – or besmirching with caustic disdain – in the month of... <drum roll, please>... October!

Game of the month | Game of the week | For fans of the genre | Multi-player | Release may slip | Avoid at all costs

OCTOBER 3RD

XGRA – Acclaim
£39.99 Review Score – 75%
Scrabble – Ubi Soft
£39.99 Review Score – 64%
NHL 2004 – EA
£39.99 To be reviewed
Wallace and Gromit: Project Zoo – Bam!
£39.99 Review Score – 64%
Alter Echo – THQ
£39.99 Review Score – 66%

OCTOBER 10TH

Hunter Wayward: The Reckoning – Vivendi
£39.99 Review Score – 30%
Freaky Flyers – Midway
£39.99 To be reviewed
Bionicle: The Game – EA
£39.99 Review Score - 38%
Breath of Fire: Dragon Quarter – Capcom
£39.99 Review Score – 70%
Ford Racing 2 – Empire
£29.99 To be reviewed

OCTOBER 17TH

Naval Ops: Warship Gunner – Koei
£39.99 Review Score – 63%
Mafia – Take 2
£39.99 To be reviewed
Dirt Track Devils – Midas
£39.99 To be reviewed
Judge Dredd: Dredd Vs Death – Vivendi
£39.99 Review Score – 83%
Bust-A-Bloc – Midas
£39.99 To be reviewed
Megaman X7 – Capcom
£39.99 To be reviewed
Tenchu: Online Adventures – Sony
£39.99 Review Score – 70%

OCTOBER 24TH

Crash Nitro Kart – Vivendi
£39.99 To be reviewed
NBA Jam – Acclaim
£39.99 To be reviewed
Buffy The Vampire Slayer – Chaos Bleeds
£39.99 Review Score – 74%
SSX3 – EA
£39.99 Review Score – 94%

OCTOBER 31ST

13 – Ubi Soft
£39.99 To be reviewed
Club Football – Codemasters
£39.99 To be reviewed
Pro Evolution Soccer 3 – Konami
£39.99 Review Score – 96%
Manhunt – Rockstar
£39.99 To be reviewed
Pop Idol – Codemasters
£39.99 To be reviewed
Gladiator: Sword of Vengeance – Acclaim
£39.99 To be reviewed

NOVEMBER 7TH

Urban Freestyle Soccer – Acclaim
£39.99 To be reviewed
FIFA 2004 – EA
£39.99 To be reviewed
Gregory Horror Show – Capcom
£39.99 To be reviewed
My Street – Sony
£39.99 To be reviewed

›NEW TECHNOLOGY フハフヌ

PS2 AND PS3 TIE THE KNOT

Kutaragi sidelines his PSP love child to blab about his next, red hot cross platform relationship.

Seems that our Ken can't keep his trap shut at the moment as he let slip another revelation about future plans for PlayStation in a recent interview. PS3 will be backward compatible (ie, play PS2 games). Fact.

This means it must have a disc drive – scotching speculation that it'll be some 'network only' megaconsole. And with all that power it must be able to bosh off PS one games in its sleep. It's all part of Sony's grand plan to secure an unshakable fan-base. A sentiment supported by Ken's belief sincere that "the PlayStation format will continue forever". You bought the right console. **PSM2**

... IT'S ALL PART OF SONY'S PLANS TO SECURE AN UNSHAKABLE FANBASE...

Preferably ... own spatula and flying helmet. And a GSOH. Obviously.

HUNKY CHUNK of entertainment – not into the whole 'console' thing – seeks tall, dark and handsome gamehead for some backward compatibility action. GSOH, i-Link and two USB ports essential. Join me for a future of movies, games and online smut. Pref. non-smoker.

RAVING NYMPHOMANIAC seeks short, bald man for afternoons of domination, ...ball and Crossroads

Note: For the love of sweet baby Jesus (and for any mad website journalists out there – or Dutch chip manufacturers) this is NOT the real PS3. It's a picture that Milf knocked up that makes the PS3 look like a toaster. Just look at it for frikk's sake!

›LATEST INFO フハフヌ

PS3 RUMOURS ROUND-UP

- Sony, IBM and Toshiba have completed the designs of their new Cell chip – the multitasking über brain that'll eventually drive the PS3 and – they've hinted – a whole lot more besides.
- The processing power of this new device is calculated at approximately 1000 times that of the existing console – that's around 100,000 PS ones.
- PS3's unlikely to be a console in the traditional sense of the word. A 'broadband-based home entertainment system' is the current description though it'll still have disc drive. DVD-R? We hope so.
- As such, expect game, DVD and CD play as well as Tivo-styled video recording and DVD burning plus access to downloadable movies and online content. You may never have to physically visit a shop again.
- Activision's CEO, Rod Doornink, has confirmed that PS3 will be in the shops by Christmas 2005.

›PS3 NEWS フハフヌ

HALF-LIFE 2 ON ROUTE

Valve's Marketing Director, Doug Lombardi, sets the rumour mill to meltdown.

A passing comment to a PSM2 journalist has ensured we've got confirmation of the first title for PS3. Shocker is, it's not some shoddy *X-Squad* or *Driving Emotion Type-S* filler but the PC technical revelation of (drum roll) *Half-Life 2*.

The game follows the continuing the adventures of Gordon Freeman as he battles off-world forces and the corporate interests of Black Mesa. What's been impressing the Y-fronts off the majority of PC pundits, though, is the sheer versatility of the game's physics engine. Industrial sized swinging pipes, the ability to barricade doors with objects, realistic rendering and movement of tower block sized aliens...

Lombardi dropped the conversion into conversation and we were ready to pick up the tip. Thanks Doug, you're great. **PSM2**

GRUNT PERK: If the AI of the Black Mesa troops has been refined, then it's them - not the bugs - you need to worry about.

PREY FOR DELIVERANCE: Mantis styled aliens wandering about Valve's big bad city.

BREAKING NEWS

LADY MARMALADE STAR TO JAM IN JAMES BOND

When we told you Beyonce would perform the theme song for EA's new Bond... we were lying. Spectacularly.

OK, it was sheer speculation, we confess, but when we told you that Beyonce was the R&B singing sensation who was set to appear in the new James Bond game (PSM2#39), we clearly meant Mya. Beyonce? Mya? Jeez, it's as good as a typo. Honest. And they're both ladies, too. Didn't cock that up now did we?Eh? *Eh*? Oh.

MAMA MYA: Yes, technically she's got nothing to do with ABBA, but...

Anyway, the tart dancer, singer and actress who – let's face it – is only famous for strolling around in arresting burlesque garb in the Moulin Rouge Lady Marmalade video with Lil Kim and Christina Aguilera, will record the title song for *James Bond: Everything or Nothing*. As correctly predicted – ha! – she'll also play an NSA agent, who Bond rescues from a New Orleans jazz club. Thinking about it, we got half of that wrong, too. Damn those spies. PSM2

AND MISAKI ITO... ER, WHO?

IN A calculated attempt to sew up the global market, EA have also signed up Japanese actress and model Misaki Ito. No? She's famous in Asia, it, erm, says here. This completes Bond's cosmopolitan quartet of ladeez, laser targeted to appeal to every continent on earth. Provided they're men. Or ladies who like rugby. Heidi Klum for Europe, Mya for America, Miskai for Asia and Shannon Elizabeth for, well, everyone. We'd complain, but honestly, we don't get the same opportunity to run photos like this with *Scrabble 2003 Edition*.

›LATEST NEWS ナルフ

BOND SLIPS TO 2004?

LATE A RIVAL: Trying to decide which EA game to buy this Christmas? The choice just got easier.

James Bond *Everything or Nothing* will be released in early 2004, not November 2003 as was previously scheduled. Unofficially, we hear that the game is finished, but EA are loathe to release another big game around christmas, effectively competing with themselves. Bond might suck sales from *LOTR: Return of the King*, *SSX3*, *FIFA 2004* and *Need for Speed: Underground*. The new date is all about spreading the love – and the money. PSM2

KAZ'S ALL SEEING HIRAI*

(*) The column formally – and much more sensibly – known as Rumours

HELLO, I'm Kaz Hirai, CEO of Sony America. To be honest, I'm only really famous for appearing in PSM2# 11, holding aloft the Online Network Adapter at E3. Oh, and PSM2#24, holding aloft the Online Network Adapter at E3. And not forgetting PSM2#35, where they gave me a photoshop moustache and pretended I was on stage with a robot in the year 2020, holding aloft the Online Network Adapter... at E3. Anyway, as a curious side product of holding aloft the Online Network Adapter for over three years and appearing in an obscure sight gag, I've been 'connected' to the future. Can you believe it? Nor me. Anyway, I'll be back with those winning lottery numbers just afte... OHMIGOD! I *warned* them President Schwarzenegger was a raging communist...

NEW GAME FROM *KILLZONE* FOLK

Guerilla, the Dutch developers formerly known as Lost Boys, are working on a top secret new game for... shhhh... Atari. Nothing's been confirmed, but publishers are keen to exploit the technology behind *Killzone* – which looks *much* better in motion than static screenshots.

FAME ACADEMY REJECT: EXPENSIVE

Rumour has it, that Sinead (the ginger Fame Academy loser) cost Konami – and we *still* can't believe this – £42,000 for a three day stint at the PS Experience. What for? Three one-hour performances. And we thought *Frogger Beyond* was a waste of money.

KOJIMA TO DITCH METAL GEAR

During his guest appearance at the PlayStation Experience, it was revealed that *MGS3 Snake Eater* would be Producer Hideo Kojima's last *Metal Gear Solid* game. While the move would allow him to start work on new projects, a similar statement was made before *MGS2*, and look what came of that, eh? Don't get an exclamation mark over your head just yet.

RETRO SEX HUNT FOR PS2

Hooray! Or, er, boo! Misogynist sex starved antihero Leisure Suit Larry is set to make a shock return on PS2, most likely trawling around exotic locations being teased by women in bikinis. Younger readers note: this is real. *The Leisure Suit* games were a big hit on PC back in the early 1990s, and we've got Sierra to thank for the revival.

LAMING ZOMBIE: As with *Code: Veronica*, we're worried this'll be another average *Resi* on PS2?

›DEVELOPMENT NEWS 71173

RESI ONLINE NOT ONLINE?

Capcom's online horror *might* be a solitary experience in poor ol' blighty. PSM2 reveals the depressing truth – plus a crumb of hope.

This isn't fact – not by a, erm, long(ish) shot – but the crushing possibility remains that *Resident Evil: Outbreak* might not be playable online in Europe. Oh, and the game only features five chapters that, in the words of Producer Tsuyoshi Tanaka (the bloke who 'broke' *Devil May Cry 2*), "can be completed in 40 minutes each by experienced players". No, wait, stop . This gets better. Eventually...

The problem? The Japanese online network operates using a kind of central server, so individual PS2s don't have to share so much info. It should be possible to emulate this set up in the USA, but not – currently – in Europe, hence the confusion. "We're trying hard to release (*Resi: Outbreak*) online here", asserts Tanaka, "but the network system is very difficult. But we're not saying that an online version will not be released in Europe - it's possible we may release the single-player version first and then release a network version later."

"TSUYOSHI TANAKA (THE BLOKE WHO 'BROKE' DEVIL MAY CRY 2)"

On the bright side, the game looks superb. Set between the events of *Resi* and *Resi Nemesis*, it portrays residents as they try to flee the imminent destruction of Racoon City. Though the chapters may be short, each of the eight characters provides a unique experience, promoting longevity. Fingers crossed, eh?

PSM2 RECKONS *Hold on. If Resi was going to be on-line in the UK, why admit problems now? It's like they're trying to nip disappointment in the bud. Wah!*

BUG ERRING ABOUT: The intro movie is very *Resi: Outbreak* with its focus on electron microscope views of cells.

BOT SHOTS: While the handful of new images show Sam doing... doing... bugger all really. Nice grass, though. Seems jungle fever is rife at the moment.

›DEVELOPMENT NEWS 71173

CELL DAMAGE

Darkness may be your friend Sam Fisher, but cha-moan! Grab the spotlight, take a bow! You know you're worth it. Don't you?

ZzzzzzZZZZzzzzz... Gufhu? Eh? What's that? An all new official site for *Splint Cell 2: Pandora's Tomorrow* at http://cmt.ubisoft.fr/pandora_tomorrow/flash_main.html? Right you are. (Cranks up the inter web and...) False alarm. Clam down. Noth(yawn)ing to see her... zZZZZZz.

It's a shocker. The game that single handedly turned round the fortunes of Ubi Soft, allowing them to recently cut their debt by a whacking £28 million, hidden behind a pile of second-rate visuals on a decidedly underwhelming interactive web site.

OK, admittedly the new movie that can be accessed from the site does include two new moves for Sam – an upside down leg cling that he can shoot from and a Hong Kong wire fu-styled backflip. But, what are they playing at with the 'Coming Soon' message behind the downloadable hi-res button? As for the screens (silent gawp)... Yes, they're a bit better than the flecking dross we got last month, but not much. Come on, Ubi blokes!

PSM2 RECKONS *Not the kind of blood pumping excitation that we need to keep us happiermâché over the winter. Come on, Ubi Soft, less time redesigning your curly pube logo and more on the creation of mouth-watering visuals please.*

OVER 60MILLION PS2'S SOLD!

"THAT'S UM... AN AWFUL LOT OF PLAYSTATION 2S"

It's hard to believe but Sony recently cracked open the rice wine to commemerate the sale of their 60 millionth PS2. Think about that. 60 million PS2s. That's, um... an awful lot of PlayStation 2s.

One for every man, woman and child in the UK, in fact. And er... some leftovers.

In fact, if you were to pile up all the PS2's that have been sold (that's 60 million PS2's y'know) you'd have... you'd have... give us a minute here... you'd have a REALLY big pile of PS2s? Maybe enough to reach to the moon. Maybe?

Or even very nearly eclipse the towering height of Dave Perry, boss of Shiny, designer of *Enter The Matrix* and... officially... um... *really* tall. Sorry.

Actual height of 60 million PS2s is 18,000 Km or 11,184 miles. Still shorter than Dave Perry though. He really is very tall.

NEXT MONTH: We pile something else up and compare it to Sony Senior Vice President Phil Harrison. (Who's also *really* tall.)

FIVE REASONS WHY...
KARAOKE REVOLUTION IS THE BEST GAME IN THE WORLD. EVER!

Don't laugh – Konami's forthcoming sing-em-up could be the game that gets *everyone* huddled around the PS2. Yes, that includes you. Here's why...

TERRY AND CROON: The angle of the little arrow tells you in you're in key.

1) ANYONE CAN PLAY IT. LITERALLY

All you need to play *Karaoke Revolution* is: a) a USB compatible headset (free with game) and b) a voice. You'll need to cycle through a few menus using the D-pad and ⊗ button, but your Nan could *honestly* manage with a few orchestrated prompts. Unlike other games for 'the family' – for example, *Eye Toy: Play* or *Ratchet & Clank* – you don't need to sit through lengthy instruction videos or have to bark "Press triangle for the weapons menu, push up, now press circle... I SAID CIRCLE!... grrr... sorry."

2) BOOZE MAKES IT BETTER

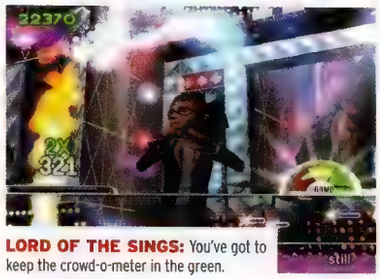
The hardest part is getting started, so unless you're on your own, or in the presence of Pop Idol wannabes with garrulous levels of confidence, there's never been a better time to crank out the Egg Nog and gargle in confidence. Unlike, say, driving or *any* game on PS2, booze actually makes you *better* at *Karaoke Revolution*. Well, to a point.

3) IT ACTUALLY WORKS

If you sing well, you score high, but fluff a note and you'll instantly know about it. Like all good games, *Karoke Revolution* responds directly to your actions, avoiding the rhythmic cacophony of a wonky milk float, or *Rez*. The words scroll along the screen from right to left, represented by little bars to show you how long to hold each note. Your job is to sing in time as the words cross a marker on the left side of the screen. Sing too high, or low, and a little arrow indicates how to adjust your voice. For every note you hit, there's a clear on-screen indication, the combo bar builds and the crowd yelp in delight.

PSM2's News Editor Dan D – a tone deaf buffoon at the best of times – scored 9589 points on Avril Lavigne's Complicated. His not-deaf-or-vocally-broken girlfriend scored 45,000, proving scientifically – and correctly – that she's four times better at singing. In short, that's unadulterated genius.

"TIME TO CRANK OUT THE EGG NOG AND GARGLE IN CONFIDENCE"



LORD OF THE SINGS: You've got to keep the crowd-o-meter in the green.

4) THE SONGS ARE BRILLIANT

No gangster rap, sorry, but you can slaughter classics such as, Michael Jackson's Billie Jean and Mister Mister's Broken Wings. And Girl's Just Wanna Have Fun. Obviously.

5) IT'S COMPETITIVE *AND* UNIFYING

You'll want to win at all costs, but that still won't stop you joining in on backing vocals, or linking arms in chorus of Olivia Newton John's You're the One that I want. It's one of the most social games *ever*, and could easily revive any dull Christmas afternoon.

THE ETERNAL STRUGGLE

It's the ultimate battle between good and evil... but with games. Er, read on.

LAST MONTH, we had a proper think about this column and ended up writing a load of nonsense. So this month we're not going to bother at all. Honestly. We've been playing *SSX3* for about 16 hours straight under the searing glow of deadline and we feel like crying. Literally. Big fat man baby tears. Wah! Wah! Wah! We're big man babies. Yes, we know this is even more indulgent and lazy, but frankly, what can you do? You've bought it now and you can't unread it so, tough. Toughy tough, tough tough.

Look, the point of this column is to add up the 'good' things that happen over the month, then the 'bad' to see which side is winning. Yes, it's nebulous like a ballet dancer's fart, but, hey, you come up with a better regular, eh? On seconds thoughts, don't. This looks bad enough as it is.

GOOD
EVIL
Being recognised at the PS experience. (+3)
Being stalked by a mental at the PS Experience (-6)
PS Experience: Three pods each for *PES3* and *NHL Nitz*. Que? (-9)
Transformers Armada in super-brilliant shock. (+7)
Rockstar being big babies about *Manhunt*... *again*. (-2)
PS Experience: Dan G snoring for nine hours straight, much to Dan D's rage (+10)
Playing *Karaoke Revolution* for six hours on a boozy sunday (+8)
Disappointing *PES3* commentary and licencing. Again. (-5)
PES3 still being the best thing ever. EVER! (+10)
SSX3 turning up 72 hours before deadline, almost killing Dan D. (-4)
Completing *Jak 2: Renegade* (+5)
Esther leaving to write about 'Digital Homes'. Que? Que? Que-? (-10)
Ex-PSM2 fave Joel returning after a month in Chinese Shao Lin temple, weighing about six stone. (+1)
Six billion games released in November, leading to review and wallet meltdown. (-5)
GTA4 exclusive to PS2 (-4)
Playing as Dan G in *THUG* and deliberately hurting him (+5)
RESULT...
A karmically calibrating -8 victory for EVIL! Pauses for a moment of sober reflection... <starts to cry>

"WELCOME 'FOR' THE JUNGLE"

KOJ PUTS YOU IN CONTROL OF MGS3: SNAKE EATER

Hideo Kojima, aside from trying to convince the crowds at this year's PlayStation Experience that Boktai *is* the best game ever, also took time out to talk about the new *Snake Eater* trailer. Hinting that viewer's shouldn't read too much into it, he commented that he was now up for letting popular opinion influence his creative decisions. If the public didn't like the jungle setting, he said, then he'd be willing to ditch it. Seems the backlash to blond ponce Raiden might have had some influence.

RIGHT KOJ JOB: He's out to please YOU this time. So keep writing in with more of your suggestions.

"SCREW DRIVER"

PLAYSTATION 2 HDD TO ARRIVE STATESIDE BY MARCH 2004

Sony have just announced that their fabled Hard Disc Drive (HDD) will now be arriving in the US by 2004. It'll come as part of a network hardware package containing *Final Fantasy 11* and will retail at $99 (inevitably £99 here as well). A decent price for a great online title and useful lump of kit. The only bonfire/pissing on consideration is the fact that PS3 is already on the horizon. So will you pay £99 for one game and a bit of hardware that'll be redundant in a year?

"KAZUNORI'S PORKIES"

GRAN TURISMO 4 DELAYED TO EARLY '04

Hey, wondering why we haven't been playing *GT4*? That's because it's nowhere near finished and all the signs are that it won't be so until next year. PSM2 spies cite the on-going difficulty with online modes (Kaz has been back-peddling as to the quantity and importance of the online elements from the start) and the fact that the code at the PS2 Experience only featured six tracks. Just another 94 to go, eh Kaz?

TARDY PERENNIALS: We want it, but we want it good. Guaranteed the wait will be worthwhile.

>what's your major malfunction? 7/7/7

WIN

CONFLICT DESERT STORM 2 HARDWARE!

Tenshun! Now hear this. We've teamed up with SCi to bring you THE *Conflict* competition. A casual glance around this page will show just how generous they've been. Anyone would think they're wanting to draw attention to the release of their excellent action-strategy title that scored a cracking 88% in PSM2 #39. Ahem.

Yes, one lucky winner will be shortly be playing a FREE copy of *Conflict Desert Storm 2*, through a FREE surround sound DVD system, checking the FREE official strategy guide, picking their toes with a FREE CDS2 Swiss Army knife, talking on a FREE pair of CDS walkie talkies, illuminated by a FREE CDS credit card torch while wearing the FREE T-Shirt and a pair of genuine NIGHT VISION GOGGLES. Phew.

Four runners up will just have to make do with a FREE copy of the game.

■ To win: Name the country in which *CDS2* is set. Compo closes 28th October 2003.

Hey! Don't delay! Enter today! Send your entries to 'Armies? They're In My Sleevies', PSM2, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.

1) An exclusive CDS2 T-shirt.
2) A cunning, flat, torch.
3) A surround sound DVD system worth £400.
4) CDS2 walkie talkies
5) Actual genuine night vision goggles worth £500.
6) A CDS2 Swiss Army knife
7) The official guidebook
8) The CDS2 game.

LADIES AND GENTLEMEN, IT'S TIME FOR...

Get paid to play games working for the best PS2 Mag in the world... PSM2!

Your eyes are not deceiving you. We want YOU to be part of PSM2. We're going to search the length and breadth of the country to find one lucky PSM2 reader who will – quite literally – join us here at PSM2 towers in a full-time job PLAYING GAMES FOR A LIVING!

We're going to have heats in Newcastle, Edinburgh, London and Manchester· where we'll be selecting a final 100 who'll go through to our finals at our offices in Bath!·· There, none other than Neil 'Don't Call Me Doctor' Fox himself will play the finalists at *Guilty Gear X2* to decide a winner!···

From there, fame and fortune awaits! Travel the world, meet famous people····, drink champagne from lady's belly buttons!····· Yes, YOU can soon be rubbing shoulders with Dan G, Dan D, Dan V, Jonnie and – best of all – Milf on a full-time proper job basis! Best of luck! See you in Newcastle!·····

IS THIS YOU?

- ❑ Over 18?
- ❑ Can you write PSM2-quality words?
- ❑ Are you a PS2 expert?
- ❑ Able to take on a full-time job?
- ❑ Able to move to Bath (it's near Bristol)?
- ❑ Can you write entertaining words?
- ❑ No really. Can you write? Really well?

THEN READ THE BIT DOWN THERE!

THE REAL TRUE DETAILS

DAN DAWKINS
"I was a PSM2 staff writer and now I'm bathing in chocolate and wiping my arse with tenners!"

Look. To be a Staff Writer on the best PS2 mag there is you're going to have to be able to write really well. We can't emphasise this enough. Just being good at games won't cut it. Sorry.

So we want you to send us five reviews of any five PS2 games as a test. They don't have to be new games. Any age, any genre (though a mix would be nice). And look at our reviews. If it's on the page we want it in your copy. Headings, verdict boxes, impact points, interesting bits for boxes... As a guide your reviews should be about 500 words each (but feel free to do some 1500 word biggies). And NO handwritten copy – do it on a computer and print it out. Or email it to us it OK?

Then we want your CV (all about your qualifications etc.) and a letter entitled 'Why you should give me a job on PSM2'. Oh, and a photo if you like. That's it. When you're done. Send the lot to the address just there. That's it. Good luck!

OK, so we're not hosting auditions around the country. But the bit about the GENUINELY REAL FULL-TIME JOB ON PSM2 is true!

IMPORTANT: Your applications will be accepted on a strict 'don't call us, we'll call you' basis. We won't discuss your application on the phone or email so don't bug us. If you're good we'll be in touch. Update next month.

Send your stuff to

**PSM2 IDOL,
PSM2,
FUTURE PUBLISHING,
30 MONMOUTH STREET,
BATH BA1 2BW**

OR EMAIL TO PSM2@FUTURENET.CO.UK SUBJECT LINE 'PSM2 IDOL'

JOEL SNAPE
"I was a PSM2 staff writer and now I'm the published author of swearing-free books for teenage boys!"

COVER GA
PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCL
SSX3
OFFICIAL MAGAZINE
OUT UK 24TH OCTOBER
SSX3
"IT DOESN'T JUST DEMAND YOUR ATTENTION, IT COMMANDS IT"

As George Michael sang, "*SSX* is natural, *SSX* is good, not everybody does it, but everybody should." Er, look, the sentiments are *perfect*...

PEAK PRACTICE: Daniel Dawkins

INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  EA Big
- **PUBLISHER**
  EA
- **GAME TYPE**
  Snowboarding
- **PRICE**
  £39.99
- **EXTRAS**
  1-2 Players, DualShock 2, Memory Card

DETAILS

- Ten riders, with six old faves, plus newbies Viggo, Nate, Griff and Allegra.
- Three Peaks form one giant free-roaming mountain, with multiple objectives – including EA Big Challenges, Slopestyle, Big Air and Race modes.
- Online play and split-screen two-player mode.
- Thousands of customisable clothing items, plus secret characters, boards and collectable gifts.
- Arcade or Conquer the Mountain mode.
- Mountain radio with interactive DJ and tunes from N.E.R.D, Chemical Brothers, and Felix Da Housecat.
- New Board Press move, combos, and über tricks on rails. Fierce!

"It looks better every time I see it", coos PSM2's Art Editor Milf, raising his eyes above a pile of unfinished pages and ring binders. "Bloody Hell! Look at the light!", exclaims Designer Dan V, as he stoops to collect a page from the printer. "I hope you know where you're going", drifts Editor Dan G's voice from over our shoulder, "because I haven't got a clue". Suitably intrigued, Dep Ed Jonnie looks up from playing *another* robot game and, suddenly, every single eye in the office is on *SSX3*. Oblivious to the crowd, Dan D bellows "It's the best game ever!", and for the first time in PSM2's history – well, *possibly* – nobody draws breath to shout him down.

Of course, *SSX3* isn't the best game ever. It isn't even the best game on PS2 – well, not *quite*. In fact, it's not even as indefinably perfect as its predecessor *SSX Tricky* – more of that later – but it *is* a work of staggering genius, delicate like a snowflake, yet rugged like a prizefighter's face. *SSX3* doesn't just demand your attention, but *commands* it, turning heads like a Hollywood celeb mozeying through Rochester Tesco's. When your rider clips the edge of a glacier in a shower of sunlight and snowflakes, it's hard to think of a better looking game on PS2. Even at its most frenetic, when you're dodging punches at 60mph on a crumbling glacier, all you want to do is lie back and admire the view.

WE CAME, WE SOAR: The lighting effects are exquisite – note how the sun casts hazily through the whispy mountain clouds.

If the devil is in the detail, then *SSX3* was etched by the scalpel of Hades. At normal speed, you can gorge on touches like flags flapping in the breeze, snowflakes slithering down the screen like the rain in *MGS2* and sunlight shimmering off the crusty peaks like sprinkled diamonds. Slip the game into Replay mode, however, and you can even see the board flex tersely as your rider tweaks a grab, snow arching like ocean spray as you slice through the powder and – by delicately rotating the camera – the sun casting coronas and effervescent sprays around your character's hazy outline. Heck, the character's even have their names on the soles of their shoes. It's staggering – from the freckles on 'lil Griff's face to the sweeping, actively deforming panoramas of the glacial peak.

"YOU CAN EVEN SEE THE BOARD FLEXING TERSELY AS YOU RIDER TWEAKS A GRAB"

BRING THE NOSE: You can use the new board press tricks on rails to perform the snowboard equivalent of nose or tail grinds.

If you've never played an *SSX* game before, know this: they're one of – if not *the* – most cunningly designed, playable, beautiful, deep and richly rewarding games on PS2. Fact. *SSX Tricky* was criticised by some who thought the game wasn't a true sequel, lamenting the scarcity of new courses – a complaint ignored by the remaining 99% of us who were too busy searching for every last red snowflake and devious shortcut. When the defining anthem, ▶

ONLINE? YES!

After much 'umming' and 'ahhing' on EA's behalf, the latest word is that *SSX3 will* feature online play. The game modes will be the usual selection of Race and Trick tracks, encompassing the game's three peaks. Better yet, you'll be able to take your customised character online – pumpkin head mask n'all – for that personal touch. Don't worry, there's standard split-screen racing, too.

SPLITTING DISTANCE: Two-player races are as tense as ever, with handy light beams above your rival.

DUEL IN THE CROWN: Naturally, online play will be full screen, with up to six players per race.

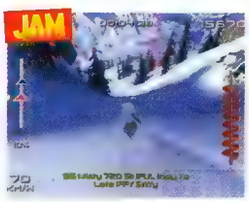
COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

SEE *EVERY* TRACK - HERE, NOW

PEAK 1

The first peak starts dramatically, as you're tossed out of the chopper onto the wild open slopes. After a series of stomach tumbling plummets, you'll land in more sedate, sunny flatland, with access to the different competition events. Watch out for the rail combo heavy R&B Slopestyle jam, and the Merqury City tribute – <cough> rip off <cough> – Metro City.

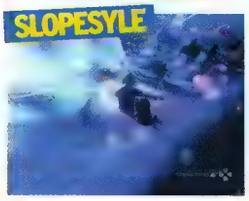


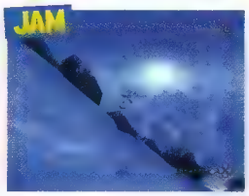
PEAK 2

The second peak, and things are already hotting up with, er, lots of snow. The opening section is tree lined, narrow and virtually blind, as snowflakes rip the screen leading to lots of 'leap 'n' pray' sheer drops. Highlights include the swirling Intimidator race course and the high adrenaline Ruthless Jam, where you need to beat your rival over the entire peak.

PEAK 3

Beautiful, but deadly. The ice collapses under your feet, as glaciers crack and avalanches chase your tail. Watch for the mobile snow cannon, which you can ground to destroy an entire mountain face. Scooping gold medals is tough, but the *real* challenge – and the game's technical tour de force – is the 30 minute jam down all three peaks, with zero loading times.





▶"It's Tricky... Tricky... TRICKY!" burst into the musical mix, as your rider span 1080° while breakdancing down the board over a bastardised 300ft pinball table, it was hard not to grin like a tickled hyena. It's everything a game should be.

The good news – *for SSX Tricky naysayers* – is that *SSX3* is radically different. The bad news – for *SSX Tricky* fans – is that the change isn't entirely for the better. Instead of the classic win-race, unlock-track structure of old, the game's been liberated to let you pick off objectives at will, just like – surprise – *GTA: Vice City*. The mountain's been split into three peaks – of increasing difficulty – with a selection of 'ring-fenced' courses, from Slopestyle to Super Pipe. You just jam along pulling tricks to earn cash, picking off tasks at leisure. Get enough medals in the competition and you unlock the next peak.

While winning medals is relatively easy, scooping gold is tough. The money you earn needs to be re-invested in stat points at the Mountain Lodge, to boost areas such as speed, edging, and tricks, so you can re-visit previous competitions to increase your placing. You can also spend cash on clothes, boards and cosmetic rewards like posters, concept art and trading cards. It's only when you 'finish' the game, that you realise you need *every* trading card to unlock a secret character, or $100,000 to buy the secret electric hover board or police helmet. It gives you a great incentive to keep you playing.

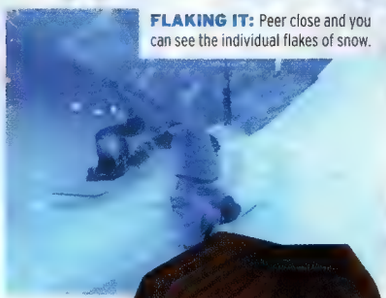
Naturally, riding between events takes time, so EA have included a Transport option – in the Pause menu – where you can skip between

INSIGHT

In the European version of *SSX Tricky* Mac was renamed Marty and given a ludicrous 'not a das' teutonic accent. Thankfully, Mac returns in *SSX3*, with cool dyed hair and all new uber moves. Marty's still here as an unlockable.

"YOU JUST JAM ALONG PULLING TRICKS TO EARN CASH, PICKING OF TASKS AT LEISURE"

SLIDE ORDER: The grind physics are generous - a good thing.



FLAKING IT: Peer close and you can see the individual flakes of snow.

COMBO TIMER: The white bit of the circle indicates how long you've got until the combo times out.

INSTANT EXPERT!

Even if you've played the *SSX* series to the point of destruction, there's some new tricks and icons to acquaint yourself with. Skip – ooh – *almost an hour* of time that could be spent even less productively, with PSM2'S quick-fix guide to playing *SSX3*.

RACE METER: Shows you where you are in relation to your rivals and the percentage of race completion.

COMBO SCORE: Unlike *THPS4*, you don't lose all your points for bailing a combo – just your bonus tally.

THE UBER BAR: Fill the adrenaline bar, then land four über's to get high scoring Level Two über's.

ADRENALINE BAR: Land tricks to fill the bar and pull über moves.

"THE PROBLEM IS... <LOADING NEW SECTION>... DOING SO TAKES... <LOADING NEW SECTION>... A LOT OF TIME"

events at will. Problem is... <loading new section>... doing so takes... <loading new section>... time, so you spend an awful lot of time looking at your rider perform some 'amusing' activity in the cable car, listening to the same... <loading ne... aw, forget it>... 30 second loop of stock music. It isn't crippling, but breaks the flow of play. So it's baffling that the game's final challenge, a 30 minute time trial down all three peaks, takes place without a single loading screen. Why didn't they?... Oh, never mind.

The core gameplay remains effervescent, retaining the "Tricks equal boost, boost equals speed" mantra. Every race is a bleeding edge compromise between risk and reward. Do you risk going for a daring last minute jump and use the adrenaline boost to power to glory, or play it safe and avoid a ruinous slam? Tricks can still be 'pre-wound', by holding ⊗ to jump and pushing the pad in the direction you want to spin, but there are a host of new moves to take the gameplay to oxygen-starved heights.

Tricks can be linked using 'butters' – a bendy version of the manual rolls in *THPS4* – by tapping the right analog stick up and down. The response is sublime, with the board flexing in perfect harmony with the pressure exerted. You don't need to link tricks in a seamless combo, but within an allotted time window. So, for example, after grinding a rail, you can flex into a butter, then drop out of it for a few seconds to shape for a jump before continuing the combo. It's more forgiving than *THPS4*, but – crucially – ideally suited to the organic demands of snowboarding. *SSX Tricky* feels linear and expressionless by comparison. Theoretically, you could perform the entire 30min run in a combo, but our best is about three minutes before breaking.

The tracks have been designed to complement the control system, so combo lines are seamless and flowing. After bursting off a rail onto a log, then spinning into a narrow tunnel and leaping out the other side, only to miss another rail by inches, you'll flush with regret at another missed combo opportunity. The flip ▶

INSIGHT

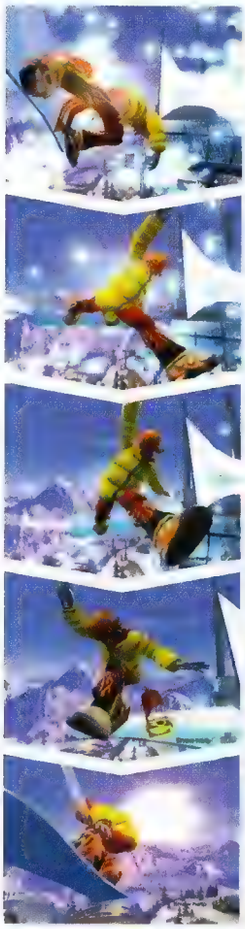
■ The Edit Rider feature in *SSX3* – though we can't technically prove it – came from a suggestion that we sent to EA Big over two years ago but they told us that the characters wouldn't like it. If you were to mess with their appearance, who's laughing now eh? We also suggested a more open mountain, weather effects and guitar playing sprites (all remain sections. Two out of three ain't bad.

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

THE NEW MOVES: BUSTED WIDE OPEN

LEVEL ONE UBER:
A full adrenaline bar allows Moby to demonstrate one of his more sedate Level One über tricks.



LEVEL TWO UBER:
After four Level One übers, Mac is literally spinning the board with his hands. Yes, we're sceptical, too.

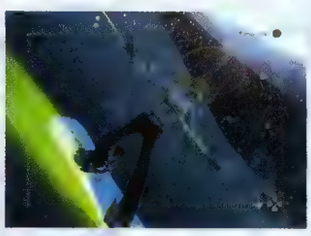
RAIL UBER:
Hold any shoulder button and ⓡ to start an über rail – like this improbable breakdance move.

BOARD PRESS:
Tap up then down – or vice versa – on the right stick to do a board press move, as Zoe ably exhibits.

HANDPLANT:
Tap Ⓐ near any rail to launch onto your hands, which can be linked into a grind, as below.

SHORTCUT:
Here's one of the easier shorcuts from Metro City, a 200ft leap over a giant billboard. Like we said...

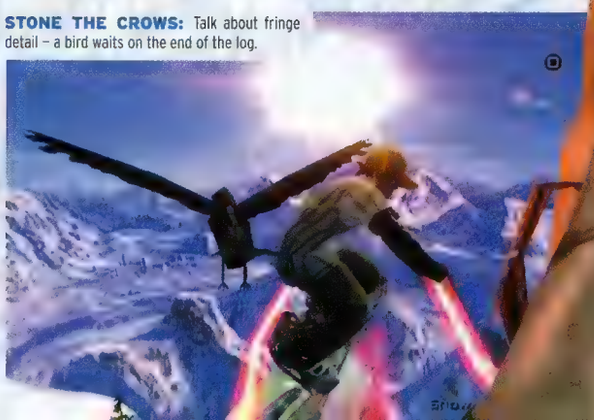
PIPE SCREAMER: Yes, it's the Peak Two Superpipe, but just *look* at those sparkle effects.



BOOST IN SHOW: The board leaves a yellow trail when you use the Adrenaline boost.

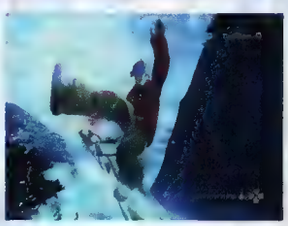
LOST AND BOUND: The glass signs indicate shorcuts more obviously than *Tricky*.

"THERE'S NOTHING IN SSX3 WITH THE PERSONALITY OF, SAY, TOKYO MEGAPLEX"

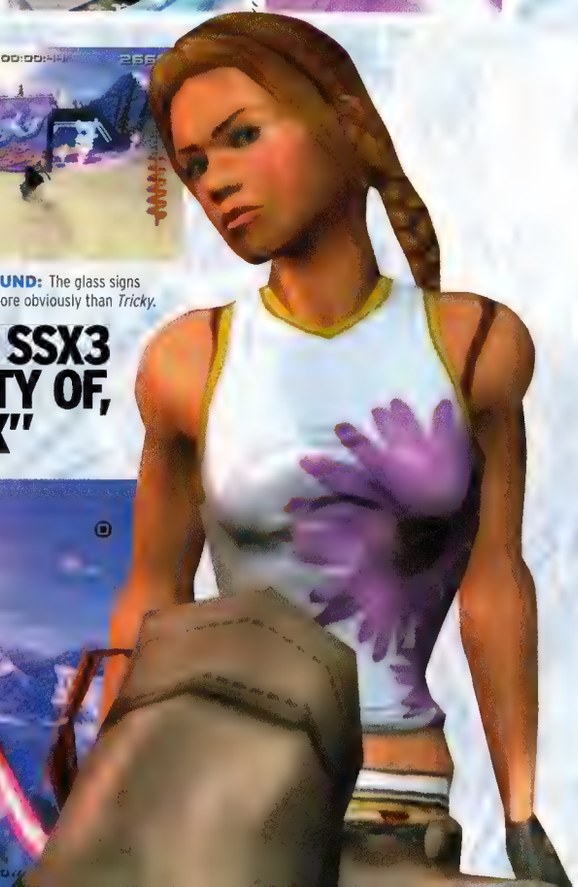


STONE THE CROWS: Talk about fringe detail – a bird waits on the end of the log.

STING IN THE TRAIL: Use the board trails to spot your rivals' shortcuts.



UBER DIVING: Most Uber tricks involve getting your feet out of the board bindings.



GIFT OF THE GRAB: The backgrounds, the fine detail... it's enough to make you weep.

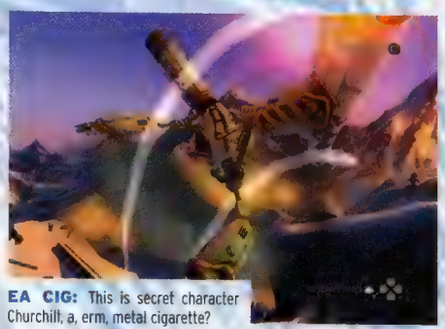
IMPACT POINT

Freeride jam of Peak Three when you hear a distant rumbling – it's a massive THX Surround Sound jet a real low frequency

▶side – and the concession to *SSX3*'s real-world setting – is that tracks are *slightly* less outlandish and colourful. There's nothing with the personality of, say, Tokyo Megaplex or the fiery hues of Elysium Alps. Most tracks on Peak Three are ethereal blue, and blend into an – admittedly breathtaking – weather-whipped mush.

The free-roaming structure forces you to spend more time alone, reducing the intense rivalry engendered by the linear, trash-talking World Circuit mode of *SSX Tricky*. Each Peak ends in a one-on-one race with your chief rival, but the animosity only stems from the odd spiky text message on your PDA – hardly a replacement for repeated smacks in the face to stoke your competitive lust.

It's often just you versus the elements – like *Tricky*'s Untracked course in a big budget remake of Twister – sacrificing human interest for environmental dazzle. For all its innovation, veterans will still feel a pang of emotion-dampening déjà-vu as they scrap for 5X score multipliers off precarious ramps. Since tracks don't exist in perfect isolation, you're less inclined to sweep every micron of terrain for shortcuts and new lines, electing to cruise past next distraction.



EA CIG: This is secret character Churchill, a, erm, metal cigarette?

INSIGHT

EA Big head honcho Steven Rechtschaffner claims to be the man who invented the boardercross snowboarding discipline, and was captain of the US freestyle ski team. So maybe it's true. EA Big's Vancouver HQ is only half an hour away from Whistler ski resort. Bastards.

FREE CHILLY: The glowing shafts indicate EA Big challenge zones during Freeride play.

GLOW FASTER STRIPS: The rails are arranged to maximise combo opportunities.

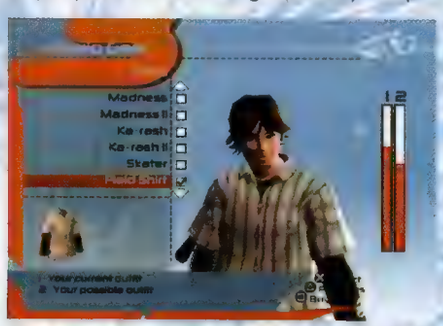
"JUST SIT ON TOP OF PEAK THREE LISTENING TO ROYKSOPP BEFORE BUSTING LAZY BUTTERS"

Which makes it astounding, that after ten hours scrapping, whooping and cursing to unlock all three peaks, we're itching to return to the R&B Slopestyle course and win gold. Or buy a Paper Bag mask in Red Station. Or buy a new LaLaLa Lockstep level two über trick. Or unlock *SXX Tricky* fave Eddie as a secret character. Or JP. Or Marisol. Or – best of all – just sit on top of Peak Three, gazing wistfully across the sun licked glacier, watching Mac's hair flutter in the breeze while listening to Royksopp's Poor Leno, before busting lazy butters and carving a powder line as the course cracks and shimmers under our feet.

Y'see, few games provide such a gleeful kinetic rush – twinning perfect controls to graphics that transcend technical excellence and cross the intangible line to genuine beauty – that playing is an end in itself.

Is it worth buying? Yes, unless you're the kind of joyless zealot who never liked *SSX*. Is it better than *SSX Tricky*? Maybe not. We may be addled by nostalgia, but the prequel felt tighter, more outrageous and infuriatingly addictive. The bad news is that *SSX3* is merely one of the top five games in PS2's history, one of the first must-buy game of 2003 and... worst of all for us... we've still got about another forty hours of heavenly gaming until we're anywhere near seeing it all. You never know how it felt to love, until you learn to love again. **PSM2**

SSX3 hits the slopes on October 24th



PLAID IN FULL: Every rider has a huge variety of clothes, including secret items like crowns, bikinis and megaphones.

BOARDER'S CHOICE

1 **SSX TRICKY**
Tighter, merciless and more exacting than *SSX3*, but time could well prove us wrong. And probably will.

2 **SSX3**
Gorgeous visuals, breathtaking scale, hampered only by staccato rhythm and feeling of déjà vu.

3 **THPS4**
Not snowboarding, but displays the same hallmarks of genius design, addiction and endless depth.

PSM2 VERDICT

GAMEPLAY
+ Responsive, deep and thrilling.
- Intimidating for beginners.

GRAPHICS
+ Breathtaking.
- Very occasional glitching.

SOUND
+ Superb tunes, great powder squeak.
- Glib DJ, limited variety.

LIFESPAN
+ Insanely deep, with endless rewards.
- Hard and patience-sapping.

OVERALL
A snowfall short of *Tricky* but one of the few games to actually make you feel good about life, and want to tell *everyone* else.

94

BOUNDLESS

PLAYSTATION 2 MAGAZINE
PSM2

COMING SOON

プレビュー

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!
トクセンジョウホウ

THIS CHRISTMAS SPARE A THOUGHT FOR THOSE LESS FORTUNATE...

JONNIE

Have you ever been to a developers? Let us tell you what they're like. First of all there's a Coke machine (set to 'free') then there's a lady with a headset on behind a desk. Then there's some glass walled meeting rooms with no-one in them. Then, just around the corner – Jesus! – there's a hundred stinking men trapped in plywood cages!

Seen The Matrix? It's like the bit where they chase Neo through the office. A hundred nipple-high brown corduroy-coated booths each containing a man and his Star Wars figure collection. Occasionally doorways are guarded by life-size Wonder Woman cutouts. Signed photos of Gary Coleman decorate monitors and a wad of gameshow passes, suspended by their lanyards around Spiderman's plastic neck are lit by the flickering glow of a mini Innovations plasma ball.

Makes you sick doesn't it? Smug freaks making games and getting paid for it. Well console yourself with the knowledge that right now they're working every hour that Satan sends to finish their game. Daylight is a stranger – as is the bloke trapped in the cube next door.

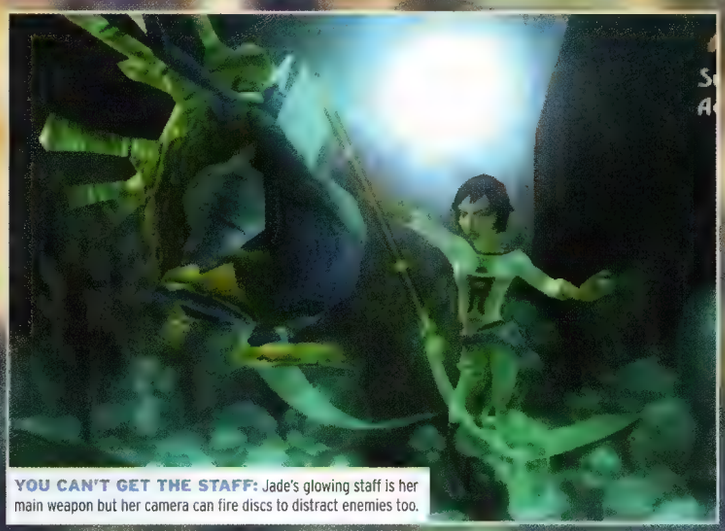
So when you buy a game this Christmas think of the geek who's worked himself into madness in order to make it all happen. And smile.

PSM2'S MANIFESTO

PSM2's PREVIEWS ARE: Packed with the best shots taken from the most exciting PlayStation 2 games currently in development. They give you all the crucial details you demand and direct you towards the key features of the game which we think will make a difference. We'll also bring you our hands-on verdict for every new game – giving you unrivalled insight into how the game's *really* shaping up (there's no press release-style waffle here...).

PSM2's PREVIEWS AREN'T: Simply dull, badly written back-story summaries for third-rate titles you really don't need to know about.

SNAPPY EATER: Jade's camera forms much of the gameplay. You're out to gather evidence.



YOU CAN'T GET THE STAFF: Jade's glowing staff is her main weapon but her camera can fire discs to distract enemies too.

BACK IN 'HAM: Two main characters are used in the game, often with both under your control at once.

EXPECTED UK DECEMBER

BEYOND GOOD & EVIL

The ultimate PS2 game? For those about to pork, we salute you...

OK LET'S get the moans over with. The pig. What's with the pig? Sure we've played games that mix humans and 'talking animals' but did they really have to make one of the playable characters a wise-cracking (or should that be wise crackling) New Yoiker porker?

Hang about, this is the first game from the studio founded by Michel Ancel, the maker of – gulp – *Rayman*. That says... so much. But even the most confirmed 'Man-hater would have to admit that Ray's third outing totally nailed the creation of vast, detailed, confident 3D worlds. And then process of flinging them about without breaking a sweat.

With this skill in the bag (and licence from reign-holders Ubi Soft to go mental after eight years of a no-armed Lum bandit) it's not surprising that they've cut loose somewhat. This is as mad as nuns. Mad ones at that.

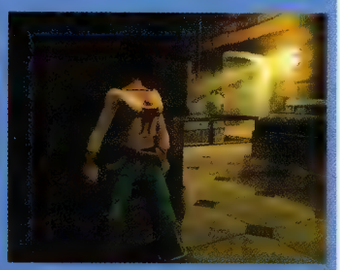
COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

HIDE AND SNEAK

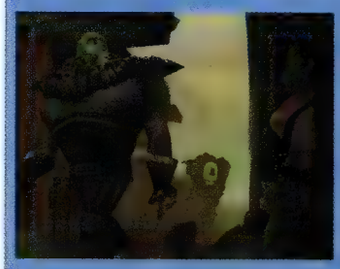
1 It wouldn't be a third-person action game without a bit of sneaking would it? But *BG&E*'s sneaking sections are more complex and well thought out than most. Getting Jade past guards (where a single sighting is 'game over') plays almost like a puzzle game as you spot potential hiding places and study the routines of the patrolling guards.

THAT'S YOUR SQUAT: Crouching behind scenery is the first trick to suss on the sneak levels.



PEEKING DUCK: You can have a cheeky peek around corners without giving yourself away.

CAPTAIN LURK: Keeping in the dark helps, but it's more important to study the guard's patrol patterns.



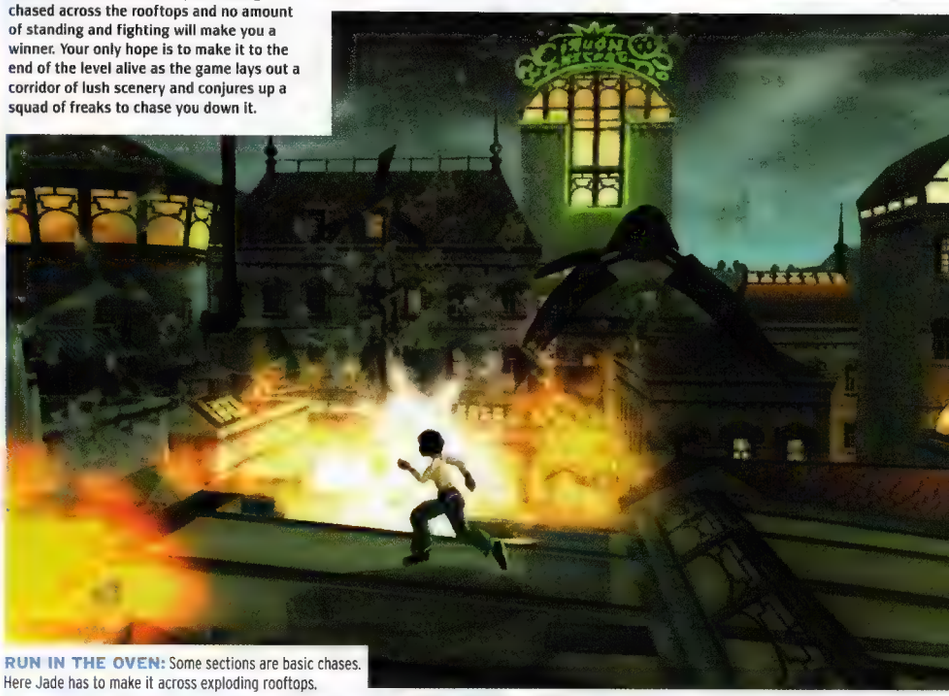
ROCKET SET: You can 'accidentally' trigger guards rocket packs by hitting the green arrow.

THE CRAWL GUY: They can be pretty stupid. Keep low and you can get right by them.

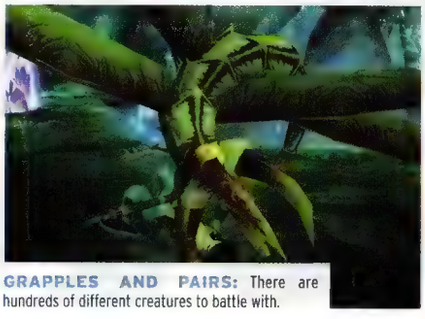
BLOCK BUSTING...

2 The game's never shy about chucking you into battle against a gorgeously designed enemy. The fight sequences play in a basic, button bash form, with Jade swirling her staff and performing combos with a minimum of player input. The chase battles play rather differently, however. Here you're being chased across the rooftops and no amount of standing and fighting will make you a winner. Your only hope is to make it to the end of the level alive as the game lays out a corridor of lush scenery and conjures up a squad of freaks to chase you down it.

BUTTON MOON: Different actions appear depending on what you're doing. And Pey-J's on hand with a special move.



RUN IN THE OVEN: Some sections are basic chases. Here Jade has to make it across exploding rooftops.



GRAPPLES AND PAIRS: There are hundreds of different creatures to battle with.

FLYING PAN: The camera wheels around to give you the most dramatic view - though this can be confusing.

PSM2 FIRST PLAY

We're loathed to splurge the head-fit plot right here so let's just say that Jade, the dark haired lovely back there a bit, has to rescue her woodland churms from an evil end – and – gulp – the pig helps a bit.

Befitting the barmy plot, the game plays in a totally unique way. Early doors it's like some lame 3D beat-'em-up – albeit one that looks absolutely fantastic. It soon settles in to (cough) *Zelda*-style adventuring with a vast world slowly being unlocked as tasks are performed and the (boingzoi) plot takes you hither and zither. Then – in-between proper levels – it's like a driving shoot-'em-up. Initially your vehicle is a sort of hovercraft then, later on, it acquires the ability to fly – through space too – making those murky further off areas suddenly accessible.

Then there's the whole 'photo journalist' thing to deal with. Jade's initial mission is to take photographs of all the game's creatures, being rewarded for each set she bags. So you're always being driven forwards by a sub-quest best compared to – um – *Pokémon Snap*. Look, stick with us OK?

The cash you earn from your pics (sorry, no topless shots) is used to buy bits for your vehicle – yes – enabling it to go even faster, do more and reach even more bits of the world. It's a brilliantly clever system that keeps you playing (by dishing out regular rewards) and keeps your objectives clear (frequently a problem with plot-heavy, go-getting action-adventures).

Plus – yes! – it's even got stealth bits in it! Of course. Levels are huge, loaded in a single PS2 sized gob and they may be a cavern to explore or a set of characters to fight or question. But, in the later stealth chunks, Jade has to squeeze past Alpha Section guards who move in time-honoured *MGS* style. One glimpse from their evil Cylon-like eyes (eye?) and you're back to the start. Nice break.

And we've just got to get back to those graphics. Water shimmers, smoke wafts in a million different layers between the characters and the camera, and the engine draws in detail right to the horizon (even if you are battling a giant squid in a hovercraft doing 300 miles per hour).

The plot may be convoluted, the humour slightly dubious, but you can never EVER cast any aspersions on how it plays (the action bits are action packed and the adventuring feels worthy and purposeful) or what it looks like (totally cutting edge, near render-quality PS2 gorgeousness).

But, despite the looks and the steady plot, it's the incredible mix of styles (fighting, platforming, stealth, driving, flying, plus a healthy chunk of old fashioned exploring and talking to people) that's really got us intrigued. It's impossible to categorise – and even as we're writing this we're feeling

"THE PLOT MAY BE CONVOLUTED AND THE HUMOUR DUBIOUS BUT YOU CAN'T CAST DOUBT ON HOW IT PLAYS OR LOOKS"

FOUR GET IT: Four against one? You're better off running and hiding frankly. Stealth is a best.

EXPLORATION MOTOR-VATION

3 Your hovercraft starts out as a means to get around the various islands of the game. Each island is a zone, each presenting it's own set of problems and adventures for our heroes. However, the more pics you take, the more cash you earn and the more you're craft can be expanded. Suddenly new areas are available and – as the game goes on you can even fly into space and circumnavigate the entire planet. Now that's clever.

MOTHERCRAFT: Your first basic vehicle gets you around the different explorable zones on planet Hyllis.

SPACE OFF: Later, once you've earned enough cash you can upgrade to a spacecraft and see even more of the planet.

BRUCE SCANNER: The radar at the bottom of the screen shows you points of interest you should be visiting.

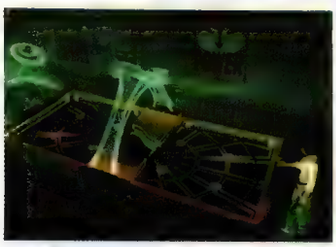
JADE TO BLACK

4 Being three years in the making *BG&E* whiffs of quality. No expense has been spared. They even created their own game design tool and 3D engine – called, appropriately enough, Jade – especially for the task. It's allowed them to incorporate story elements right into the action, as control is taken away from your character and the plot advanced all using the in-game graphics. No switching to cut-scenes. No loading. No black screens, just continuous action peppered with sensible and welcome story-furthering interruptions.

RUM AND SMOKE: The fog and mist effects are amazing. As is the detail on the characters. There's no hint of blockiness here.

LIGHT STUFF: The lighting effects (with lots of good old lens flare) are second to none.

BOSS TO MOVE: This bad guy isn't pre-rendered, this is an actual animated in-game boss.



ABLE FOOTBALL: The world is dotted with little mini-games to play and gamble on.

that we're not getting across the scope of the thing – but this is exactly the sort of game that someone might draw (on a drawing board) only to have the money men from upstairs shake their head and demand *Rayman 4*.

So, 'the game to end all games'? No, but it's got the looks, the characters and story to pull the whole fat, over-sized, over-ambitious thing off. We wish it every success in a crowded me-too market. **PSM2**

BG&E will be out alongside red-hot Ubi stable mates Prince of Persia and 13 this Christmas.

HANDS-ON VERDICT

5 It's only after an hour or so that you realise just how many different ideas and styles *BG&E* is bringing together. Just when you think you've got an angle on it it goes and throws in something else – and yet it never feels like it's dumping a whole game engine and loading up another. The *Pokémon Snap* bit (which you assume is the main core of the game) turns out to be just an entertaining early diversion to earn you a bit of spare cash. Our only gripe is the slightly over-long stealth bits – and then mainly because they were rock hard. Let's face it, it's difficult to know who's buying this but whoever you are you're in for a real treat.

You'll love it because:
You're absolutely sick of samey games and you wish that just once somebody with some balls would try something different.

You'll hate it because:
A bizarre adventure from the makers of *Rayman* sounds about as inviting as toasting your bedoobies.

DVD ACTION
Zut alor! C'est manifique! We'll have a full video binge of *BG&E* on next month's disc, with a review to follow the month after.

ORIGINALITY ★★★★★
HANDLING ★★★★
PRESENTATION ★★★★★

BEYOND GOOD & EVIL

INFO
- **DEVELOPER**
- **PUBLISHER** Ubi Soft
- **GAME TYPE** Action adventure

ANTICIPATED FEATURES
- Multiple game styles including driving, fighting, platforming, stealth and adventuring.
- No renders whatsoever. Everything you see in the game is made by the game engine.
- Two central characters, Jade and Pey-J the, erm, pig. It's pronounced 'page' by the way. Hmm. Plus a gang of playable NPCs.

WHERE IT'S AT...
The code we've got – while not the complete (massive) game – looks and plays great.

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

EXPECTED UK MARCH

CLUB STANDARD: "Yo yo, single ladies, I can't hear y'all..." Now you can be a superstar DJ in your own club.

ELECTRO CUTE-TION: Watch where you're putting your tickling stick there, love.

HOME SELECTOR

1 **This new game is all about new environments populated by weird people doing weird things. The accent is definitely on fun as you chat up the opposite sex, make grown men cry by whipping them with a damp towel or spend your cash on a garage full of smart cars (even if you can't actually drive them in the game – huh?). Most radical are the new careers though, letting you be a rockstar, model, actor... whatever!**

THE SIMS: BUSTIN' OUT

It's sim-ply the best! Better than all the rest! And things have just got a whole lot wetter and wilder...

THE SIMS is a great game! The chance to live an alternative life inside your PS2! Look! There I am. I get up, have breakfast, go to work, come home, dance to the radio, take out the trash, eat, avoid shitting myself for a bit then steal some restless sleep, dreaming of... the postman?! Hang about this is just like real-life! Gah! Switch it off!

Yes, the last *Sims*, while great, did have a tendency to be a bit dull. Apart from the bit with the clowns. Brrr... If only you could be a rockstar or a mobster or an athlete? Well now you can! *The Sims: Bustin' Out* promises to be the most ridiculous, frankly illegal version of the game yet. Right now, if you can *imagine* it, it looks like the developers have put it in the game. And a whole lot more.

Even our first ten minutes with the title had us stealing from other people's houses (all that hard work stuff is soooo tedious), gate crashing parties and impressing chicks with our snogging-with-tongues-technique. Just like real-life then...

And if you've ever wanted to be a lady the developers (in recognition of the game's surprisingly popular standing with the more gorgeous among us) have increased the options for tailoring your appearance a hundred-fold. But then if you're a famous actor or model (there are ten new career paths to choose) who wants to look like themselves? We choose the blonde with the heels and the low-cut top eeevery time.

Even the houses are more extreme this time around: Haunted House, Love Shack, Art Gallery (great for picking up posh chicks)... It's all a bit much to take in. Think we need to lie on our virtual beds for a bit. **PSM2**

Out early next year, we'll be bustin' this one loose very soon.

DVD ACTION
We're hoping to bring you live outrageous coverage from inside the *Bustin' Out* house on our next DVD. Saucy.

"IF ONLY YOU COULD BE A ROCKSTAR OR A MOBSTER OR AN ATHLETE? WELL NOW YOU CAN!"

PSM2 FIRST PLAY

HANDS-ON VERDICT

2 **You either love *The Sims* or you don't. The original games could be a bit dull and the console versions messed with the game so much – installing a treadmill-like career mode that was, once again, as exciting as reading about how to fix a TV then – yes – fixing your TV. Seems that this time around they've finally embraced what having a blameless, unaccountable alternative version of yourself is all about. Sure you can't toast folk with an uzi or sell any kind of dubious powders but you can get off with chicks, eat and drink what you like and – check this – stay up aaall night partying hard. Yes, this is going to be many PS2 player's first kiss and you never forget that first stolen shot of Mad Dog 20-20. Ah the memories...**

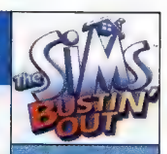
You'll love it because...

You love *The Sims* but you wanted to do the nasty.

You'll hate it because...

You're a real-life model/actor and you don't want anyone else to have fun.

ORIGINALITY	★★★★★
HANDLING	★★★
PRESENTATION	★★★★



INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

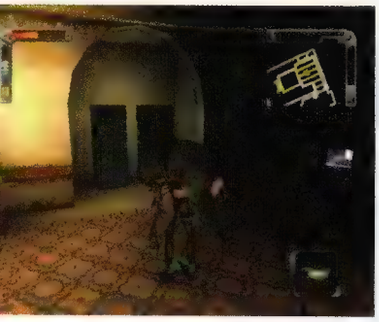
ANTICIPATED FEATURES

WHERE IT'S AT...

© 2003 Activision, Inc. and its affiliates. Published and distributed by Activision Publishing, Inc. Activision is a registered trademark of Activision, Inc. and its affiliates. All rights reserved. Tony Hawk is a trademark of Tony Hawk. Developed by Neversoft Entertainment, Inc. "PlayStation" and "PlayStation" logo are registered trademarks of Sony Computer Entertainment Inc. GAME BOY ADVANCE, NINTENDO GAMECUBE AND THE NINTENDO GAMECUBE LOGO ARE TRADEMARKS OF NINTENDO. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S and/or other countries and are used under license from Microsoft. All other trademarks and trade names are the property of their respective owners.

HIDEY WHOLE

1 Aha, yes, the old cabinet of horrors. Again another completely derivative element lifted from *MGS* but there *are* some elements that raise the ante. Pick up any dead body and Nikki's footfalls get heavier, potentially alerting other guards. However if you've performed a bloody kill you'd be better off cleaning the carpet than stashing the corpse...



RELEASE MAN PLOD: The green dot under Nikki gets bigger the more weight she carries.

TOMMY LOCKERS: If you've made a mess of things, you can always stick yourself in storage.

EXPECTED UK 5TH DECEMBER

ROGUE OPS

Another hit from the game blender, and yet surprisingly tight despite all the multi-game Moulinexing...

FIVE NEW spy related third-person action games are heading your way. Five of them! All nestling in the shadowed recesses of the Sony Experience, whispering "Hey buddy. Wanna crack off some stealth kills? No questions asked." Some were slightly more prominent than others – your Bonds, your Ethan Hunts, your Sydney Bristows... However, Capcom's entry into the field turned up stealth-suited and black-opped to the eye balls. No bells, no whistles, no flashy license, just solid graphics, well structured levels and more than its fair share of inventive gameplay.

With this one you're Nikki Conners, a secret agent operative for an organisation called Project Phoenix and – watch yourselves folks – she's out for revenge.

What's most impressive is the sheer level of combined game ideas that it's managed to mix while retaining some kind of coherent whole. Uncertain what we're on about? Well, let's take a selection of the game's features and peer at them under the PSM2 rip-off detector.

The whole quietly, quietly infiltration thing is very *MGS2* with the obvious inclusion of sniper rifles, varying degrees of guard alert and stealth kills – albeit with a bemani *Tenchu*-styled twist. Then, whenever Nikki boosts an adrenaline shot, you're into the slo-mo world of *Max Payne*. What else? There are remotely operated spy cameras lifted directly from Eidos' *Project Eden*, a snow level that has more than a sniff of *Hitman 2* about it and grapple line that was – preposterously – last seen being used by Batman in *Vengeance*.

By rights, this should all add up to a right bloody mess but, surprisingly, it works as a medley. We say surprisingly because the only other thing we've seen from the UK developers was the very average *Die Hard Vendetta* (54% PSM2 #38).

"A GRAPPLE LINE THAT WAS LAST SEEN BEING USED BY BATMAN IN VENGEANCE"

Alongside all the emulation, though, *is* a decent spread of neat and fresh touches that'll stir interest. Take the division between blooded and bloodless kills. Get messy with your wetwork and, even if you hide the body, other guards'll follow the claret spatters and raise the alarm. Then there's Nikki's ability to pickpocket individuals – instantly avoiding the nasty repercussions outlined above. Plus a device that steals retina scans and retrievable shuriken that can be chucked into ceilings to drop on the unsuspecting.

So, not as generic as you might think and despite five squillion games that have 'infrared visors' and 'exploding fire extinguishers' there's definitely still room for something that does what this does as well as it does it. If you see what we mean. **PSM2**

It's got the potential to impress and is still worth a punt even if you are a devoted Jennifer Garner fan.

BEER HARD 'UN: Levels are sweetly detailed. Check out this fridge and its pseudo cans of Stella.

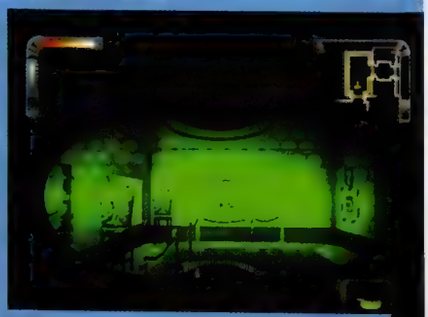
PSM2 FIRST PLAY

ZOOM RAIDER: Switch between Nikki's sniper scope and her heat visor and no one goes unnoticed.

INTERACTING UP

2 certain items and an icon appears meaning a host of moves can be controlled using just the ⊗ button. As well as that, there are other flags and subtle nudges that help to lead you through the levels. Sometimes, though, it's all

ROLLS VOICE: Central control updates you as to what your objectives are, although they do change mid-mission.



NOT SHADE AWAY: Nikki's visor allows her to trace wires controlling security devices so she can knock them out.

EYE SAW: Scan any object and Nikki's view icon will change from orange to green if she can interact with it.

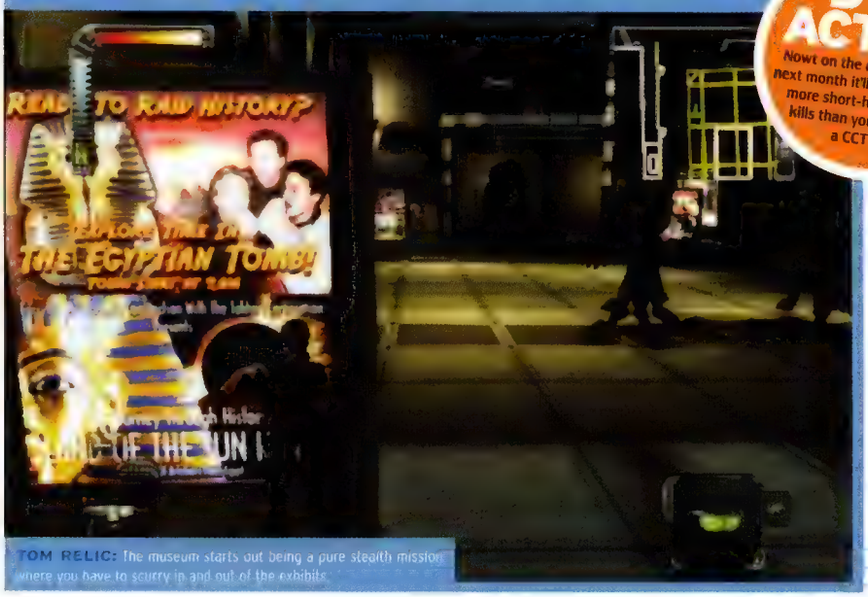
TEMPTING BAIT: This boss leads you a merry chase through his underground lair before you cap him.

PLACE HQ

4 There may only be eight levels in the game, but each of them opens up into something really sizey. Take the villa in mission one. At first, it seems that you can only access the wine cellar. Then you find the path to the kitchen, then the boss' office and finally an underground warren of tunnels. Another benefit is that Nikki, being an international spy, gets to travel the globe hunting down the evil operatives of Omega 19.

IT'S YOUR VAULT: Here's the wine cellar of the villa.

SIM CITY: The training level takes place in a



TOM RELIC: The museum starts out being a pure stealth mission where you have to scurry in and out of the exhibits.

DVD ACTION
Nowt on the disc as yet, but next month it'll be racked with more short-haired stealth kills than you can shake a CCTV at.

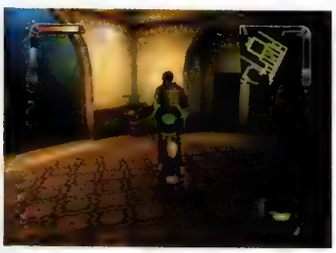
CLING AND BYE: Hand-over-hand gets you past security devices but you have to squint to spot them.

YEAH, MOVE IT TO ME

3 The control system's a bitch but master it and you'll have Nikki jumping through hoops in no time. Actually, that's not true. She'll climb drainpipes, roll into a crouch, search through files... But hoops and jumping? No. The only real downer that hangs over from the initial stickiness is her speed of movement through the levels even when she's out of her gun carrying attack mode. We're talking almost *Tomb Raider* slow here, which is a real shame.

BONE CALL: The Bemani-inspired death moves come with *Tenchu*-styled X-ray-o-vision.

CORNER SHOT: Nikki's also got a handy 'pop out' move, although executing it is dead fiddly.



TROUSER SNEAK: You don't have to kill guards. Creep up behind them and you can pick their pockets.

HANDS-ON VERDICT

5 Everything may look solid, but the control system is anything but. In the early stages the interactive item highlights seem restrictive then, once the options open up alongside your inventory, you repeatedly end up fumbling through your options rather than selecting what you're after. You do learn the ways of Nikki eventually and, by the second level, everything's a lot more accessible. You can even hold your own in an all out fire fight, which happens more often than not on the levels where you aren't forced to keep your head low. Let's face it, though, there's only so much creeping anyone can tolerate before wanting to balance things out with some gun mentality – which, thankfully, this caters for nicely.

You'll love this because...
You're after a solid stealther and don't mind turning a blind eye to the generic factors.

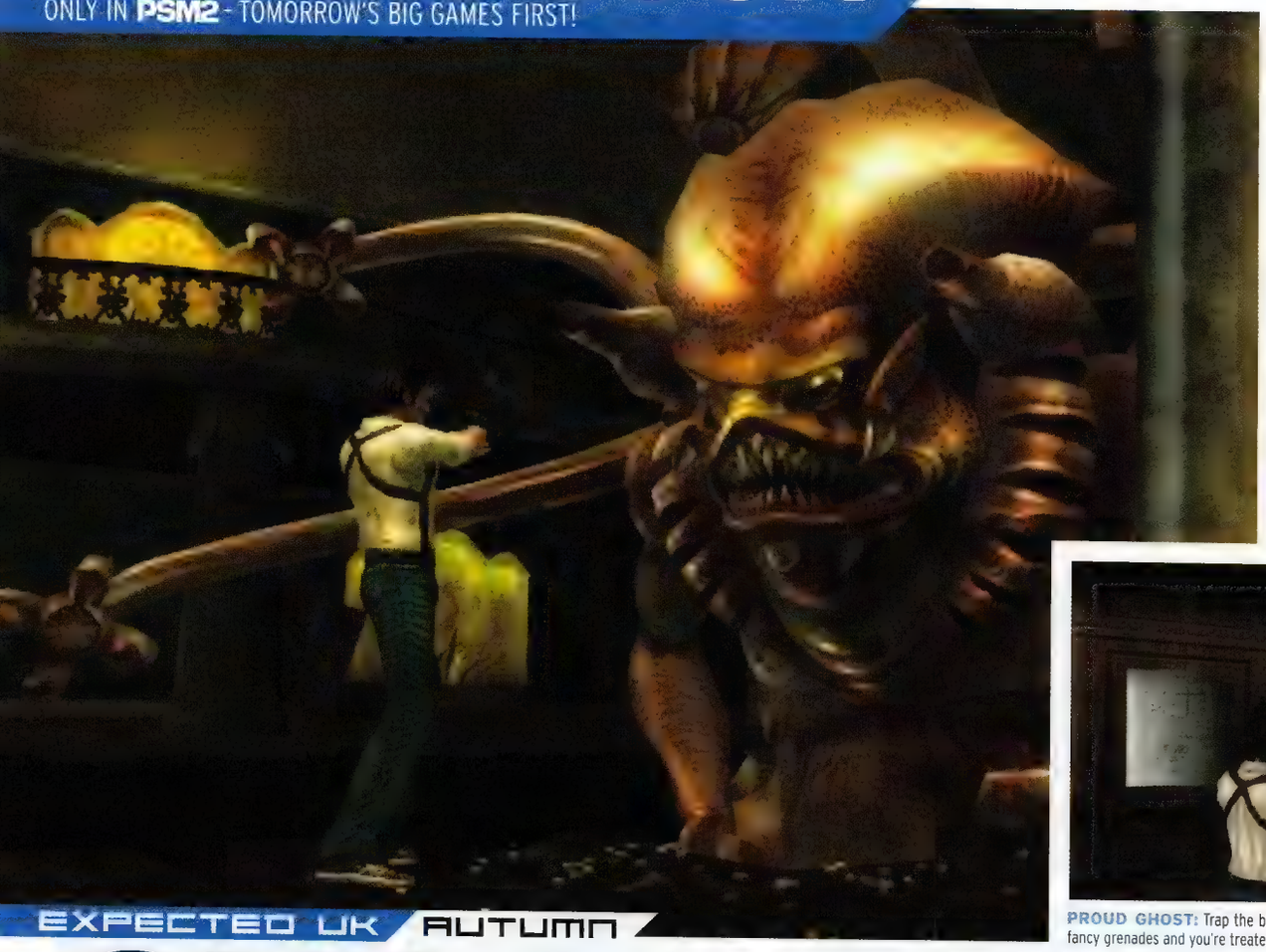
You'll hate it because...
Rather than enjoying the experience, you'll spend your whole time spotting shameless game... erm... 'influences'

ORIGINALITY ★★
HANDLING ★★★
PRESENTATION ★★★★

INFO
- **DEVELOPER**
- **PUBLISHER**
- **GAME TYPE**
  Adventure

ANTICIPATED FEATURES
- Nine locations, broken down into 27 play areas.
- Three alert states for enemy guards.
- A trick bag full of high tech gadgets like hovering spy cams, heat sensing visors and retina scanners.
- Stacks of glamour shots of Nikki's leather clad arse – steady, Tiger.

WHERE IT'S AT...
- Some problems with the sound but other than that, Ethan and Sydney had best watch out.



EXPECTED UK AUTUMN

GHOSTHUNTER

Featuring a hero inexplicably called Lazarus Jones. What next? Methuselah Smith? Honestly.

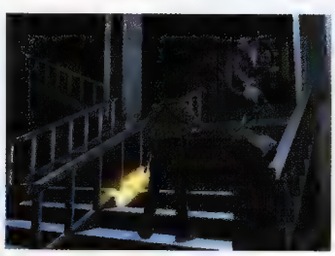
ERK. That was *disgusting*. A small girl, sitting on a mildewed sofa, weeping her little eyes out. You'd feel sorry for her, right? But when you go to offer her a hug or some encouraging words, her mouth only goes and opens, distending like a python before vomiting forth a flapping, rotting horror from your worst nightmare. Like we said - *disgusting*.

Ghosthunter has to be one of the most atmospheric games we've played – and with company like *Silent Hill 3*, that's saying a lot. And having had the chance to sit down and play the liquified brains out of the game this month, our initial impressions of *Ghosthunter* (from issue 37's cover feature) were correct – you'll be shaking the tramp juice out of your trouser leg after an hour of this.

It's the subtlety of the game that impresses though, over and above the satisfying ghost-catching action. The two-character dynamic is great, with ether-girl Astral's power of ghost-possession ably complementing Brad Pitt-alike Lazarus Jones' gun-toting. And the lighting is *incredible* – the torch light alone will give you a month's worth of nightmares as it distorts shadows and objects into half-glimpsed creatures of the night. And we haven't even mentioned the excellent voice acting and remarkably creepy environments. Now if you'll excuse us, we need to go change our breeks. **PSM2**

Ghosthunter's out next month.

"YOU'LL BE SHAKING THE TRAMP JUICE OUT OF YOUR TROUSER LEG AFTER AN HOUR OF THIS"



SPOOKIN' GOOD: The various ghouls and ghosts are brilliantly designed. Ugly frikkin' things.

PSM2 FIRST PLAY

ASTRAL WEEKS

1 At certain points - you can tell by the honking great glowing pentagram on the floor – Lazarus can summon Astral. She can fly, and is thus able to scout areas that Lazarus can't. However, she can't touch anything – but she does have access to a number of powers including the ability to possess less powerful beasties. She's also accompanied by some lovely green contrails. Mmm, ectoplasmic.

JUDGE DREAD: Scared yet? Or just looking at the pretty pictures of hideous beasts?

PROUD GHOST: Trap the blighters in your fancy grenades and you're treated to this. Yum.

DVD ACTION
Be prepared next month, as we'll have all the ghost huntin' DVD action you can shake a stick at, when we review the game.

HANDS-ON VERDICT

2 There's a *lot* to love here. Ghosthunter's attention to detail is spot-on, and it strikes the right tone between actually scary and just plain funny; and the two-character action is well-implemented enough to banish memories of *Angel of Darkness* and stinky Kurtis Trent. But it's frustratingly not quite *there* yet. This is mainly due to the wayward camera – using the right analogue stick to rotate the thing is all well and good, but then it seems to zoom in and out with a mind of it's own. Also, the combat can be fiddly – you can't move while in first-person mode, and targeting and shooting in third-person can be visually confusing. And the analogue itself is a little twitchy.

You'll love it because...
It's wonderfully atmospheric and full of brilliant little touches. And gleefully ghoulish

You'll hate it because...
Um, you don't like ghosts and goblins and things that go bump in the night. Or iffy in-game cameras

ORIGINALITY ★★★★
HANDLING ★★★
PRESENTATION ★★★★

ghosthunter

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...

IF YOU CAN SEE IT, YOU CAN RIDE IT

FREESTYLE METAL X

- Mix and Link - huge stunt combos that never end to create brand new tricks in real-time.
- 16 Riders - including nine top pros leading the sport.
- Expansive Worlds - get lost in eight huge levels.
- Killer Soundtrack - The best metal you ever rocked too.

PlayStation.2

XBOX

http://metalx.midway.com

MIDWAY SPORTS Asylum

www.midway.com

Freestyle Metal X © 2003 Midway Home Entertainment Inc. All rights reserved. MIDWAY and the Midway logo are trademarks of Midway Home Entertainment Inc. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries. PlayStation and the PS Family logos are registered trademarks of Sony Computer Entertainment Inc.

BALL OF THE WILD: There are 20 new worlds to explore but that's not taking these cool planetoids into consideration.

SPHERE OF THE BLACK PLANET

1 Sub missions in Ratchet & Clank 2 take an interesting twist this time. Instead of being contained within existing levels, you now hop in a vehicle and bez off to a nearby micro world. It's nice to get away from it all isn't it? The micro world is like a planetoid with a really curved horizon that rotates beneath you while you scamper from one objective to another.

BALL OF THE WILD: Click down on the right analogue stick and the camera'll zoom out giving you a handy overview of the entire satellite.

EXPECTED UK NOVEMBER

RATCHET & CLANK 2: LOCKED AND LOADED

Jak may be a big city slicker, but space has always been the final frontier for these sparkplugs...

HERE COMES furball, the ickle metal gentleman's gentleman and another whole universe of planetoids to buzz about... So, for those of you familiar with the first game, not so much a sequel rather a direct continuation of the action. The turn-round time for this has been shocking – just a scant 11 months – but it's not just the warmness of our memories at beating Chairman Drek into next year that's kicking up wave after wave of deja vu.

Within seconds of picking up control of Ratchet – Clank takes an uncharacteristic back seat at the start – you know where you are. Leap, bound, batter lizard with wrench, run about, gobble bolts... It's everything the last game was and yet somehow faster and slicker visually. Question is, is it anything *more*?

Some things have obviously been improved upon. Hold down L2 and R2 and Ratchet'll strafe backwards and forwards across targets – a glaring omission previously. Plus, the weapons he now brings into play will upgrade the more he uses them. Start off with the basic Lancer, for instance, keep pumping the trigger until your blisters have blisters and (kapow) the gun'll suddenly morph into a 'heavy' variation – and we're not joking about the comedy fanfare...

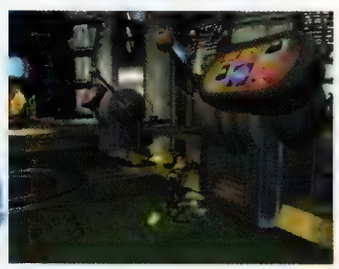
Another welcome intrusion into the familiar running and killing combo is the early arrival of the spaceships. Not only do you get off on your travels a lot quicker, but leap into the first one, and you're straight into a knockabout version of *Starfighter*. Enemies rip across the heavens intent on blasting some new exhaust ports in your hull, leaving you to hug asteroids and launch heat-seekers to dissuade them. All good robust stuff, but... but... just not that innovative.

Sure, we've had fun with the new weapon types on offer – grabbing unsuspecting admin 'bots with the tractor beam and stuffing them over security scanners is laugh out loud good. Then there's hoverbike racing to win a helmet full of cool gadgetry, or taking on an arena full of robotic and mutant gladiators to infiltrate a criminal organisation. It's as solid as a cast iron garden chair and yet, ultimately as static.

Don't get us wrong, this'll still be a shitload better than the majority of games out there hugging the peripheries, and it'll be a revelation to anyone who missed the original. But *Jak 2* completely reinvented itself and that's something that *R&C2* definitely hasn't done. For all the nanotech upgrades to Ratchet's suit, the hidden areas located across the 20 new worlds and the plentiful other genius touches to gameplay it's still very much a revision rather than something destined to blow our pop socks off. **PSM2**

Too close to Jak 2 *to avoid the comparison,* R&C2 *will be gracing the shelves come November.*

"IT'S FASTER AND SLICKER BUT THE QUESTION IS: IS IT ANYTHING MORE?"



CLANK HOLIDAY: A giant fruit machine, yesterday. Pull the lever! Pull the lever! PULL THE LEVER!

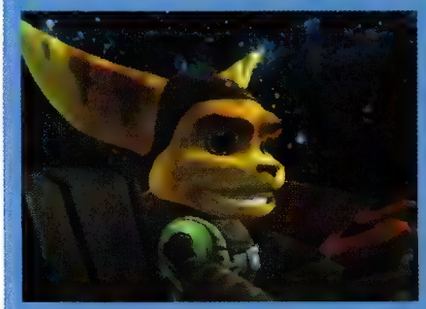
PSM2 FIRST PLAY

RATCHET & CLANK 2: LOCKED AND LOADED

"TEAM UP ON YOUR ASS"

PERSONALITY FLASH

2 Faces drive the action forward, that's true of any game. And yet all the more so within the platform genre – a type of game recently redubbed the 'Character-Action Game' by bouncing supremo Jason Rubin. Given the need for new things to do (other than just jumping on peoples heads and making them explode) *R&C2* is liberally swathed in folk to meet, shoot at or just generally hang out with. Here's a choice selection of the people you meet along the way.

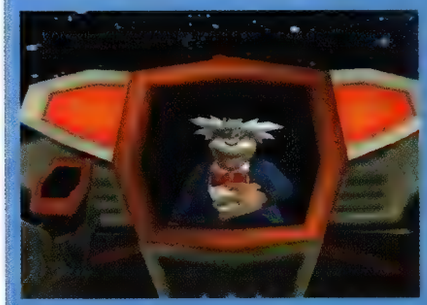


RATCHET: Less of 'dude' this time and more up for getting on with the action. Still a long way off from hate filled Jak, though.

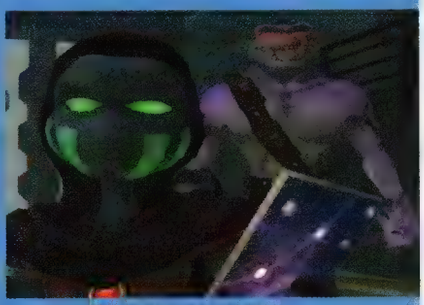
CLANK: Oddly the tin butler gets sent off on his own plot strand at the start of the game. Don't worry, you get to play him later.

SCIENTIST: Head to planet Oozla and you'll meet up with this helpful tech head and his highly moving tractor beam.

DESERT RIDERS: Hells' angels and sand dune tracks. All very Tatooine pod races but there's a crash hat for the winner.



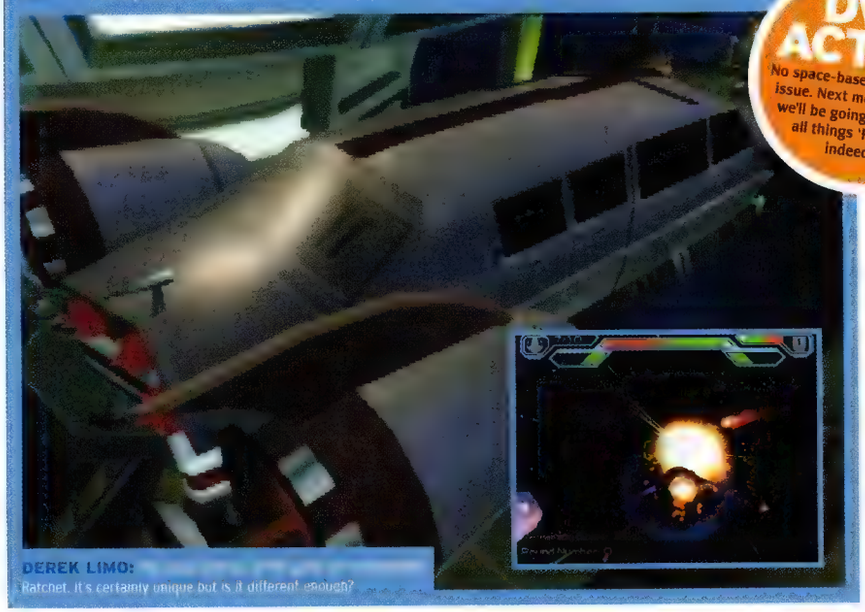
ABERCROMBIE FITZWIDGET: He hires you to rescue his Protopet – fluffy cross between an Aibo and a Tribble.



THE UNKNOWN: Mr mystery. He hires lizard goons from Thugs-4-Less to make sure Ratchet doesn't get the Protopet back.

TOUR EVERYTHING TO ME

2 Gone are the taxis of Metropolis and in their place the swish limos of Thugs-4-Less. Only problem is, you climb *inside* these vehicles which means you can't look around as you travel. At least the shooty sections in between planets kick up some interest mid-cutscene but, even then, it still feels slightly less open.



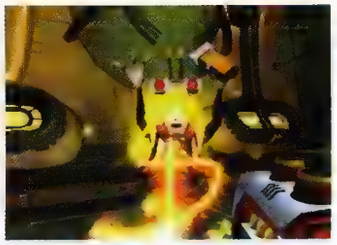
DEREK LIMO: Ratchet, it's certainly unique but is it different enough?

DVD ACTION

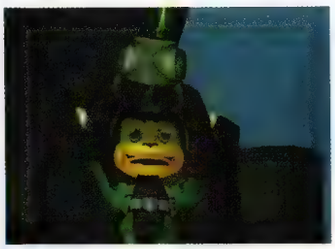
No space-based blasting this issue. Next month, though, we'll be going orbital with all things 'R', 'C' and indeed '2'.

FIVE ITEMS OR LESS

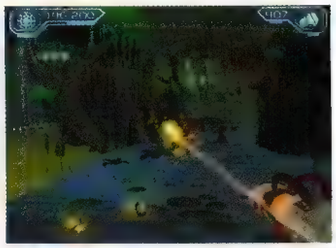
3 The main strength of Ratchet is his ability to load himself up with the coolest tools around. The added bonus with this second outing is the fact that each of the 18 weapons are upgradable depending on how much you use them. Factor in 11 spangly new gadgets as well, and you're looking at the kind of armoury/inventory that'd make *Splinter Cell*'s Sam Fisher blush like a school girl at a Busted meet and greet.



PULL WHIP: Bring the tractor beam into play and you can 'persuade' certain robots to open doors.



SWITCHES BREW: The Activator's the only way you can coax certain platforms or devices into action.



ZAPPEN I CAN: The new R2/L2 strafe move comes into full effect when hefting the Lancer.

DESTRUCTION MANUAL: At 15,000 bolts the blitz gun's expensive, but watching it turn muties into dog food is priceless.

HANDS-ON VERDICT

4 Weird thing is, we're a bit disappointed with the plot. It really is "let's get these frikkers up to speed as quickly as possible". Not that we really mind, gameplay is pretty much everything these days, but we can't help feel slightly short changed. The theft of Megacorp's Protopet by a creature known only as, um, The Unknown and regular mission updates from your 'control', one Abercrombie Fitzwidget, just don't cut it. It feels hasty, somehow rushed. The levels are still intricate and enemy AI's a lot keener this time – just watch them team up on your ass – and yet that thrill is a long time coming. In fact, it was only when we got to grips with the tractor beam catapults that the laughs began.

You'll love it because...
It's everything the old game was, but done in a much tidier, more technically proficient manner.

You'll hate it because...
You loved the first one and we're expecting something as radical.

ORIGINALITY ★★
HANDLING ★★★★
PRESENTATION ★★★★

INFO

- **DEVELOPER**
- **PUBLISHER**
- **GAME TYPE** Platformer

ANTICIPATED FEATURES

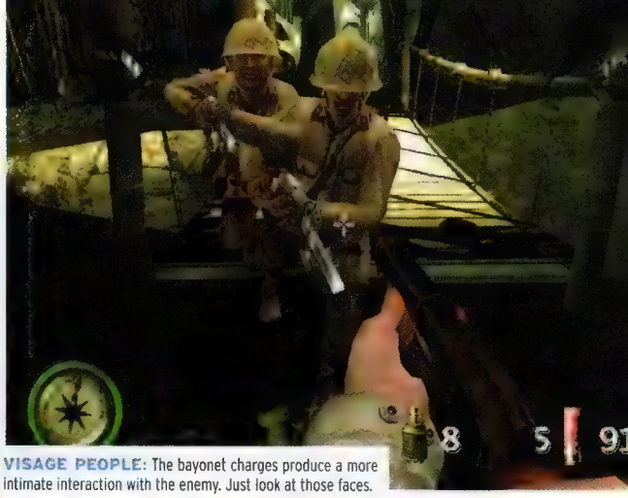
- 18 weapons with peachy bullet punters like the Gravity Bomb, Lancer, Chopper and that comedy classic the Taunter.
- 11 world-altering gadgets like the Activator and the Tractor Beam.
- Ratchet's nanosuit upgrades his abilities the more enemies he destroys.
- Playable Clank.

WHERE IT'S AT...

Missing a few cutscenes, but still looking tighter than a rusted cunt.

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!



VISAGE PEOPLE: The bayonet charges produce a more intimate interaction with the enemy. Just look at those faces.

FEAR GOGGLES: The worrying thing is that in everything single shot the 'enemy' looks petrified. Brrr.

IF THE RACE FITS

1 There's been a lot of talk about the morals of having the Imperial Japanese as the enemy. What we can't get over is how EA have missed at trick with this one. All it would have taken is an unlockable level where you played a Japanese soldier defending a small atoll and no one would have complained. But we guess you can't shoot US troops...

EXPECTED UK 5TH DECEMBER 2003

MEDAL OF HONOR: RISING SUN

This time it's Japan Vs the US of A. It's war like sushi!

IN YEARS to come, when PSM2 are all old and infirm, we'll sit around in bath chairs, smoking our deerstalkers and swap stories about the war and the time we stole the HO-IX experimental stealth craft from right under the Nazis noses. Or, perhaps we won't...

Yes *Medal of Honor* was great but, these days, it's our recent play of Rising Sun that's eclipsing anything we've seen before. So perhaps we'll be recounting the moment when we took Joseph Griffin on a shotgun rickshaw ride through the streets of Singapore. Or the time we snuck through banks of kunai grass to sabotage an Imperial outpost. Or when we fought off wave after wave of Mitsubishi A6M2s from the deck of the doomed USS California. Truth is, as with the first game, there's just too many cool moments to pick just one.

The main attraction is a multiplayer mode that covers both on and offline combat. If you're short a BB adaptor, you'll still be able to go fours up with the new split-screen deathmatch. Ah... the deathmatch. This is where we march across the only set back in the excitement. Seems that no other modes will be available in the multiplayer. No capturing the flag, no protecting the diplomatic attache case, just out and out carnage – and that extends to the eight-player online mode as well. Fortunately, it's not enough to shed a camouflage tear over thanks to that superlative single-player game. **PSM2**

We'll be going great guns with the review code shortly in preparation of all out Rising Sun *invasion next issue.*

"AS IS WITH THE FIRST GAME THERE'S JUST TOO MANY COOL MOMENTS TO PICK OUT JUST ONE"

PSM2 FIRST PLAY

DVD ACTION

Flip back a disc in your library and check out the awesome opening level set against the chaos that was Pearl Harbour.

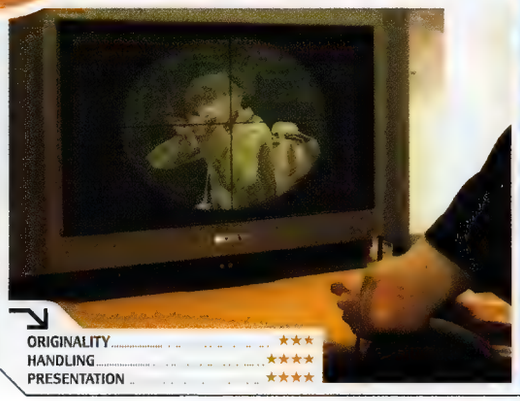
HANDS-ON VERDICT

2 As with *Conflict Desert Storm* we have to say the inclusion of a co-op mode is yet another string to a bow already fat like a zither. And, the great thing is, the co-op levels aren't just a direct lift from the one-player game. Take the opening level on the USS California. You both wake up in your bunks as the Pearl Harbour attack begins. But then, once the shit hits the turbines, you have to clear debris out of the way to allow your companion to escape alongside you. *Kuri Kuri Mix* (the classic Jap co-op game) with guns it maybe, but there's no doubting it's a great way of pacing progression through the levels.

Another smart touch comes with the reload tactics of the Japanese forces. Unlike the Germans who took time to slap another magazine in, the Imperial forces spend their ammo and then resort to frantic bayonet charges, resulting in some panicked back peddling.

You'll love it because...
You still dream of the HO-IX taxiing down that runway.

You'll hate it because...
You're a Japanese war veteran.



ORIGINALITY ★★★
HANDLING ★★★★
PRESENTATION ★★★★

MEDAL OF HONOR RISING SUN

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

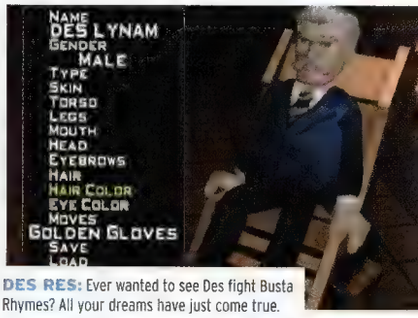
QUALIFYING ITEMS ONLY. SUBJECT TO AVAILABILITY OF PROMOTIONAL AIRTIME VOUCHERS. OFFER ENDS 30.11.03.

LISTEN
SALE
r'n'b/soul/funk compilations
FLASH YOUR PHONE HERE
Flash-it
NO. JUST SHOW US YOUR PHONE!
FOR FREE AIRTIME
Flash your Virgin Mobile in Virgin Megastores, or Megastore Xpress and you'll get a £1 airtime voucher for every £10 you spend.
Virgin mobile at Virgin megastores

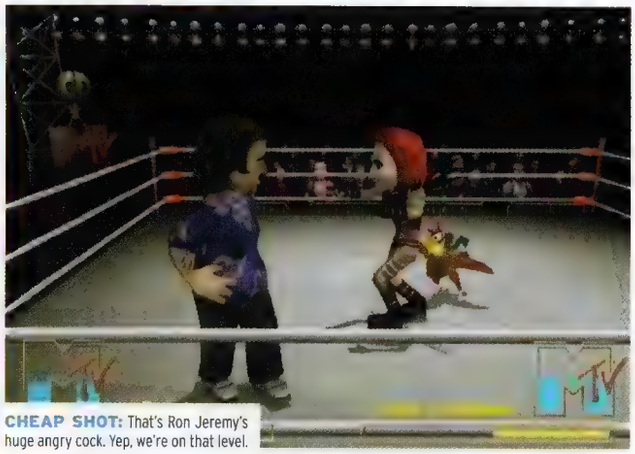
EXPECTED UK OCTOBER

LYNAM UP!

1 The Create-A-Celebrity mode is limited in comparison to the customisable wrestler options in *WWE Smackdown!*, for instance. Nevertheless, it's possible to generate passable lookalikes for UK-based front-page hoggers. Just look at this sterling Des Lynam-beast we fashioned in exactly 20 seconds. Set your favourites against the likes of Marilyn Manson and you'll laugh. Once. Inside.



DES RES: Ever wanted to see Des fight Busta Rhymes? All your dreams have just come true.



CHEAP SHOT: That's Ron Jeremy's huge angry cock. Yep, we're on that level.

CELEBRITY DEATMATCH

Are you ready for some old fashioned, disgusting fun?

THEY SAY the noble art of boxing is like a ballet, except there's no music, no choreography and the dancers hit each other. Which makes wrestling just like ballet. Period.

MTV's fictional interpretation of grappling is ideal for videogame conversion, even if the original concept is looking tired following the advent of actual celebrity boxing. Think *Ready 2 Rumble*, but with more risque gags and a bottomless bucket of blood, splashed during every bout.

Celebrity scrappers include Marilyn Manson, Jerry Springer, Anna Nicole Smith, Busta Rhymes, Mr T, Tommy Lee and a B-list supporting cast with just enough combined star quality to fill the back row of a movie premiere. Each possesses a series of unique special moves that they strut in one of two key game modes.

The Deathmatch is a quick, one-on-one face-off in which two fighters knack each other for the hell of it. The Episode mode showcases three bouts and forms the basis of single player progression. Win all three and you'll unlock the usual extras including new arenas, characters and further episodes, of which there are six in total.

DVD ACTION
We'll be matching with death next issue. We've got everything crossed for a review. We can hardly wait.

"CELEBRITY SCRAPPERS INCLUDE BUSTA RHYMES, MARILYN MANSON, JERRY SPRINGER AND MR T"

INSTANT CARMEN: Ms Electra heads up a roster of ladies who are as hard as they are sexy.

Some of the moves are genuinely funny, such as when Marilyn Manson uses a voodoo doll to mutilate opponents and the commentary will inspire a chuckle or two. Hardly enough to inspire excitement in hardcore gamers, though, is it? PSM2

Celebrity Deathmatch will spit down your neck in October

HANDS-ON VERDICT

2 **This is a comedy fighting game of the most predictable nature. There's little depth, a few desperate attempts to keep you interested with unlockables (though never enough to make an idiot feel disempowered) and it plays like a kid-pleasing button basher. As you'd expect (again) the humour is occasionally spot on, though usually a mere backdrop to a well-presented, seems-better-than-it-is-when-you're-drunk, throw away game. Check the review next issue or you could be asking yourself, 'did I really pay £40 for that?'**

You'll love it because...
It's slick, straight forward and unpretentious. It tries to be funny, without pretending to be Soul Calibur 2.

You'll hate it because...
This is the sort of game 'celebrity' PS2 fans have set up in their tour bus. Enough to while away twenty minutes, without the chore of learning a few moves and improving as a player.

ORIGINALITY ★
HANDLING ★★
PRESENTATION ★★★★

CELEBRITY DEATHMATCH

INFO
- **DEVELOPER** Big Ape
- **PUBLISHER** Take 2
- **GAME TYPE** Fantasy wrestling

ANTICIPATED FEATURES
- characters who during the
- can be Justin Timberlake and your mate can be Joey Fatone!
- Unlockable arenas, game modes, challenges and characters
- Create-A-Celeb lets you Put Jeremy Spake in the game.

WHERE IT'S AT...
- Like a Big Mac meat patty that's been fried in cow-grease for 50 seconds, this baby is done.

PSM2 FIRST PLAY

NO PAIN - NO GAME

FEEL THE PAIN with unique SuperStar abilities. SEE THE PAIN in incredible detail as blood spatters the canvas. BEAT THE PAIN into submission with location specific damage and the best grappling system ever devised. But that ain't all! Bra and Panties matches, blood matches, SuperStar voice overs, enhanced season modes and the most realistic W graphics to date mean if you don't get this game you won't be feeling no pain.

Future Wrestling Creations YUKES

World Wrestling Entertainment

PlayStation.2 NOVEMBER 2003

JAKKS Pacific

THQ

www.thq.com

The names of all World Wrestling Entertainment televised and live programming, talent names, images, likenesses, slogans and wrestling moves and all World Wrestling Entertainment logos are trademarks which are the exclusive property of World Wrestling Entertainment, Inc. © 2003 World Wrestling Entertainment, Inc. All Rights Reserved. Game and software ©2003 THQ/JAKKS Pacific, LLC. Used under exclusive license by THQ/JAKKS Pacific LLC. JAKKS Pacific and the JAKKS Pacific logo are trademarks of JAKKS Pacific Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved.

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

EXPECTED UK OCTOBER 2003

CUTTING EDGE

1 The game contains reams of footage from the third film so you'll get a sneaky peek at some of the major scenes a whole month before the cinema-going public. As with *The Two Towers* game, celluloid cut-scenes blend seamlessly with the in-game action.

HOBBIT OF ALL RIGHT: One minute you're lazily watching the movie footage, the next you're thrust into the action.

THE LORD OF THE RINGS: THE RETURN OF THE KING

All the heroes are back for the final showdown. EA are still living the Uruk-Hai life...

IT'S ALL kicking off in Middle Earth. Isengard has fallen, the Hobbits have reached Mordor and Laurence Llewelyn-Bowen is preparing to give Aragorn a right royal makeover. Back on plain old normal Earth we've been playing the second Rings game-of-the-film.

PSM2 FIRST PLAY

MINAS SOAR: The city of Minas Tirth feels the full force of Sauron's wrath. You'll have to defend it.

The first thing that strikes you about *ROTK* is just how damn good it looks. The leading characters are entirely faithful to their movie counterparts, right down to their mannerisms and facial hair. Perhaps most impressive are the Ents, the hippy tree-herding dudes, who move just like they do in the movies. It's all thanks to the movie makers sharing special FX motion capture with the developers.

From the environments to the legions of Orcs lining up to taste your cold steel, it's all *so* shiny and plush.

So with those sorts of partnerships in place, you wont see a better-looking game this year. As well as the motion-capture stuff, there are some sizzling lighting effects, the foggy Paths Of The Dead level particularly catching our all-seeing eye.

When it comes to the action, once again it's sword-wielding, magic-casting, Orc-leathering brutality all the way. As before, we're presented with the chance to take each member of the now-broken Fellowship through the adventure, building up their range and strength of attacks by earning points on the battlefield. It's RPG lite, as EA freely admit.

"IT'S ALL SWORD-WIELDING, MAGIC-CASTING, ORC-LEATHERING BRUTALITY"

There are a dozen set-piece scenarios to fight through, from Helm's Deep (there's a certain amount of crossover with the events in the The Two Towers) to Minas Tirith, a battle with Shelob the oversized spider and the final confrontation with old flaming eye himself, Sauron. EA are being cagey and we've yet to see any of the really big battle (the culmination of the story) but with the game ably supporting dozens of enemies on screen at any time, they're bound to be spectacular.

The environments now have interactive elements such as ladders, ropes and giant siege weapons. During the opening level at Helm's Deep, Gandalf can trigger huge crossbows, sending fireballs into the unwashed hordes trying to breach the main gate. The only problem is that once again it's all very simple, no more complex than hitting the action button when you're character stands inside a glowing blue circle, but again it enhances that feeling of playing out your part in an interactive movie, which is why we're all here. **PSM2**

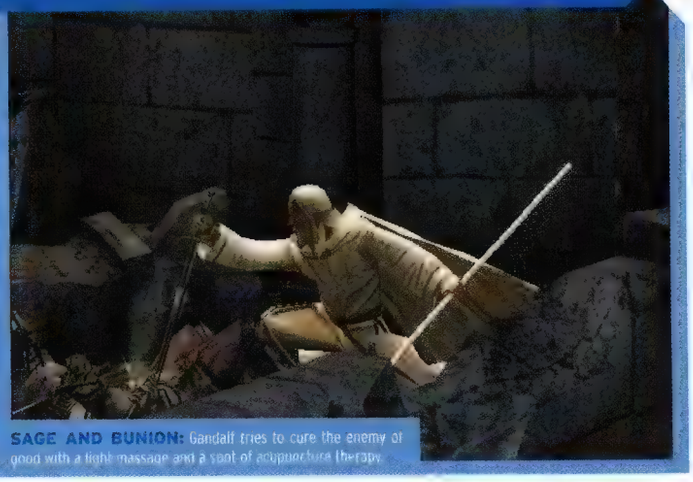
We're set fair for a regal return this November and we'll be reviewing ROTK next month.

DOOM WITH A VIEW

2 As Gandalf declared when the enemy was routed at Helm's Deep, "the battle has been won, but the war is just beginning". *Return Of The King* is the bloodiest of the three books, narrating an epic conflict that takes place around Mordor, so naturally it will be the most brutal of the films. That's certainly no bad thing for us and we're anticipating some heart-stopping battles with Nazgul as well as some 'stealthy' elements with Frodo and Sam.

ME AND MY NAZGUL: The winged beasts play a big role in the battle of the Pelennor Fields. Let's 'eve it!

TROLL OVER BEETHOVEN: For the love of Elrond, not these guys again. The cave trolls are formidable attackers.



SAGE AND BUNION: Gandalf tries to cure the enemy of good with a light massage and a spot of acupuncture therapy.

SPEAR TODAY

3 Each level has an number of interactive elements. For example, by simply standing next to them, Gandalf can grab one of these spears and lob it at the nearest Orc for a one-hit kill. It's all designed to break up the slash-run-slash-run gameplay of the last game.

GANDALF RAMSEY: The White Wizard defends Minas Tirith with sword and staff but he can also use those pikes.

ROPE ON PLASTIC: That's pretty athletic for someone who plunged to his death not so long ago.

HANDS-ON VERDICT

4 It was easy to level criticism at *The Two Towers* for its 'two-button bash' simplicity but the fact remains that, as far as games-of-films go, it was one of the best ever. Unashamedly, there's scant attempt to ring in the changes for *The Return Of The King*. But there's no denying the gratification to be had from ramming Sam's wee blade up an Orc's arse, or loosing off a volley of arrows from the Elven bow. The character progression works well and you can elect to spend the points you've won in battle on either the body you've been dicing the Uruk-Hai with or on one of the other fighters. Hardly *FFX* complex but it adds an extra dimension and, whatever happens, you'll end up playing as all of the scrappers.

Although it's been confirmed that there will be no online mode for the PAL release, we were particularly enamoured with the co-op mode, where you'll really need your wits about you as you and a friend have to look out for each other to succeed.

You'll love it because...
It's as close to an interactive Rings movie as you'll get.

You'll hate it because...
You didn't like the movie and you hates them Hobbitses

DVD ACTION
Next month we'll be bringing you more action from the final game – hopefully including some sneak movie peeks.

ORIGINALITY ★★
HANDLING ★★★★★
PRESENTATION ★★★★

THE LORD OF THE RINGS
THE RETURN OF THE KING

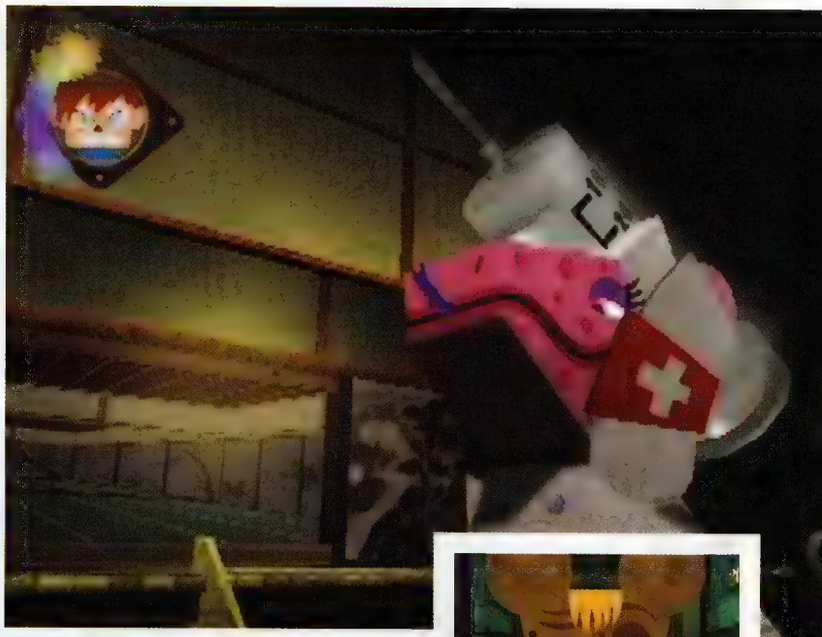
INFO
- **DEVELOPER** Electronic Arts
- **PUBLISHER** Electronic Arts
- **GAME TYPE** Action adventure

ANTICIPATED FEATURES
- Eight playable characters voiced by the actors from the films: including Gimli, Aragorn, Legolas, Gandalf, Sam, Frodo and two undisclosed secret faces from the film.
- 12 interactive environments taken from both the Two Towers and ROTK.
- Sneaky preview footage from the ROTK movie.
- Two-player co-op mode.

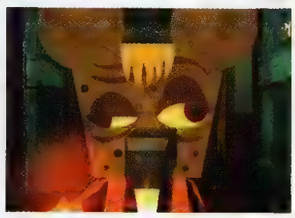
WHERE IT'S AT...
- Development is in its final stages and should be complete soon.

EXPECTED UK OCTOBER

GREGORY HORROR SHOW



CROC THE HOUSE: Yes, it's a pink crocodile nurse. And she wants to inject you in the head with a giant syringe. We told you this was odd.



GREG OVER: And here's the star of the (horror) show - a pathetic grizzled mouse by the name of Gregory. How very disturbing.

There's a moose loose aboot this hotel, which is fine as he happens to be the proprietor of the establishment.

CAPCOM have got strange down to a fine art. Other software developers might think that a game starring a small child trying to collect bottled souls in a hotel run by mice would be strange enough – but they're wrong. Now a game starring a small *square-headed* child trying to collect bottled souls in a hotel run by *square-headed* mice. Now *that's* strange – that's *Capcom* strange.

Check this out. A small square-headed kid (male or female, the choice is yours) books into a mouse hotel which is run by Gregory, a square-headed mouse. During the first night the kid is visited in his dreams by Death, he with the scythe and (for some reason) the Swedish flag as a hat. He informs our cubilicious hero that he is trapped in the hotel and his only way to escape is to collect the wandering souls that the other guests possess. Upon waking, toaster-head is then given advice by an undead rag cat (whose eyes have been stitched up) and he's off, collecting souls and that. Riiiight...

Many have described this as a survival horror and while it does have some running away from monsters and herb collecting it's much more *Prisoner of War* meets Columbo, as it's all about establishing patterns and picking up clues. Because each hotel guest carries their soul around with them old box-face can only nick the soul when the owners are incapacitated, beaten in a challenge or absent. So he must follow them around, peering through keyholes and picking up clues to establish each guest's daily routine and weaknesses.

DVD ACTION
We've already exposed you to the... (hem, hem) 'delights' of Greg and his 'show' last month. Watch for the review soon.

"A SQUARE-HEADED KID BOOKS INTO A HOTEL WHICH IS RUN BY A SQUARE-HEADED MOUSE"

Based on a Japanese cartoon series there's no denying that Gregory Horror has a unique charm. It's pedestrian at times, annoying at others but always 100%, Grade A mad-in-the-face. **PSM2**

Gregory checks in this October

THE HORROR CALLED SHOW

1 The guests in the hotel aren't your usual Travel Lodge clientele. Each is a cartoony monstrosity that will turn on our brick-skulled kid once he's swiped their soul. If they catch up with him they'll force him to suffer a 'Horror Show' which is basically a vision of him getting his arsed kicked that will severely damage his mental health. Avoid.

HANDS-ON VERDICT

2 **You might have realised by now that *Gregory Horror Show* is a little bit different. Much like Alyssa in *Clocktower* our hero can only potter about collecting items, so the majority of the game is spent spying on folk and slipping into rooms while guests are away. Your only defence is to run away and it's this feeling of helplessness combined with the thrill of entering places you shouldn't, that gives the game an edge. It's not *Silent Hill* scary, but for a square-headed mouse game it's pretty unnerving.**

There is much to like about Gregory Horror as the graphics are bold and imaginative and even the naff voice acting adds some charm. Problem is that it reeks of 'novelty', which starts to get on your nerves once you've rattled around the hotel tracing the movements of a pink lizard lady nurse a few times. It's unique, it's cute but you still may want to check out early.

You'll love it because...
You think Nancy Drew would be better with a square head.

You'll hate it because...
It's weird for weird's sake and it's far too pedestrian.

ORIGINALITY ★★★★★
HANDLING ★★★
PRESENTATION ★★★

INFO
- **DEVELOPER** Capcom
- **PUBLISHER** Capcom
- **GAME TYPE** Puzzle

ANTICIPATED FEATURES
- Fully 3D mouse hotel
- Square-headed children
- How the plot develops is dependent on the time of day and location.
- 12 souls to collect
- The hotel has four floors.

WHERE IT'S AT...
- We're pretty sure the code we played is finished though Capcom won't confirm it. But let's face it, it's pretty obvious they won't be adding a 'UK-only' fifth floor. Review soon.

PSM2 FIRST PLAY

World racing®

3+

www.mercedes-benz.com/worldracing

We could have done it the easy way... but what's life without a challenge?

Be discriminating and choose from more than 100 highly detailed Mercedes-Benz car models. Many of them are "dream cars", for some of the luxury limousines and sports cars, racing and touring cars, off-road vehicles as well as classic cars and prototypes do actually exist – but only in museums. Test your driving skills to the utmost on broken terrain, in high mountains and deep canyons, on gravel, sand and tarmac, in snow, rain and black ice. Take a quick joy-ride in arcade mode or continuously adjust the level of difficulty up to complex car-handling simulation.

- Enjoy 117 different tracks throughout 7 huge, fully accessible, 3D environments (Nevada, Japan, Mexico, Australia, the Alps, the City and the Test Centre) each at up to 6 km²!
- Test your skills in the wide variety of the 48 missions and racing in single player and multiplayer modes!
- Experience more than 100 original Mercedes-Benz cars including A to S classes, racing, vintage and prototype models!
- Discover the characteristics of each car, defined by 150 original data parameters supplied by Mercedes-Benz!
- Choose a character to both store your profile and follow your progress through the championship!
- Challenge your friends in the split screen multi-player mode!
- Adjust the handling of each car from arcade to simulation to test your skills!

SYNETIC The Funfactory

PlayStation.2 Available from September 2003

PC CD ROM

TDK mediactive

FEATURING MUSIC FROM MINISTRY OF SOUND

POWERED BY BLAUPUNKT 3p CASIO Mobil 1 YAMAHA

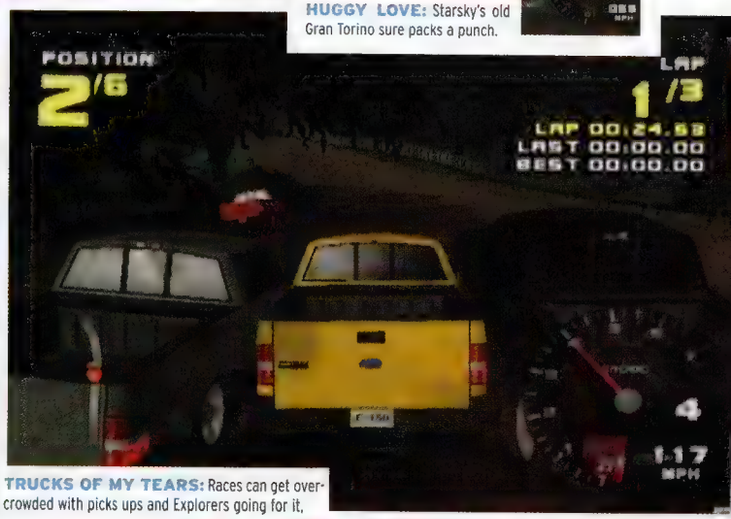
www.tdk-mediactive.com

EXPECTED UK OCTOBER

CAR'S THE STAR

1 Ford fanatics rejoice! *Ford Racing 2* features some of the best-known cars from the world famous manufacturer, including the '76 Gran Torino (albeit minus the Starsky and Hutch racing stripes). After the success of the TV show, people bought the car in droves, only to realise it wasn't nearly as much fun as it looked. And it's not easy to slide over the bonnet if you're 15 stone.

HUGGY LOVE: Starsky's old Gran Torino sure packs a punch.



TRUCKS OF MY TEARS: Races can get overcrowded with picks ups and Explorers going for it,

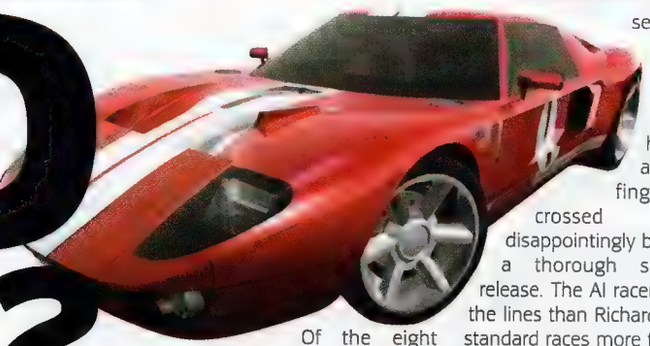
FORD RACING 2

Can Empire maintain Focus and Escort us to a racing Fiesta? (Let's open fire with the pun-gun).

FORDS are hardly the sexiest cars in the world, so why have Razorworks made a racing game exclusively featuring Ford cars? As Simon Cowell might put it, a shabby Escort with a battered passenger door looks 'distinctly less-than-average' next to a Lamborghini Murcielago. Thank God this isn't 'Volvo Racing: Safe As Houses'

SKID ROW: Some of the heavy iron has difficulty with sharp bends at high speeds.

Apart from that, though, *Ford Racing 2* packs an unexpected punch. As we've come to expect from most new racers, there's a strong impetus behind the single-player mode. The Ford Collection mode enables you to race any car, track and race type from the selection you've unlocked in the Challenge mode. By completing more challenges, you're actually increasing the scope of play by adding to the options available to you.



Of the eight race modes, drafting and racing line are the most original and enjoyable, standing out from the usual racing and time-attack fare. The tracks have been designed with speed in mind and, as such, can be devastatingly unforgiving. A throttle-hammering straight will often be followed by an unfeasibly tight turn, causing you to lose valuable ground against your opponents. Whiplash will be the least of your worries, but an important lesson will be learnt. This is not one of those nippy arcade racers where you can cream through every bend with your foot hard down.

We're actually hoping that this steep learning curve will remain when the game's released, as it offers a heightened sense of realism, rarely seen in a branded driving game. Car damage would have been nice, however. We're also keeping our fingers and toes crossed that the disappointingly boring AI is given a thorough shoeing before release. The AI racers stick closer to the lines than Richard Bacon making standard races more tedious than the Fame Academy grand final.

With so much competition out there, *Ford 2* has a lot to prove if it wants to secure a respectable podium position. The likes of *GT4* and *Colin McRae 04* have already set pulses racing, and *GT4* will no doubt trigger mass heart attacks among the racing fraternity upon release. Although we may not expect such coronary-bezzing results from Razorworks' effort, it looks sharp enough to keep most boy (and girl) racers happy – even if it only offers a single make of (albeit popular) motor. Ouch.

After a pit stop to sort out a few handling and AI flaws, *Ford Racing 2* should be raring to go. **PSM2**

Coming to a forecourt near you by the end of October.

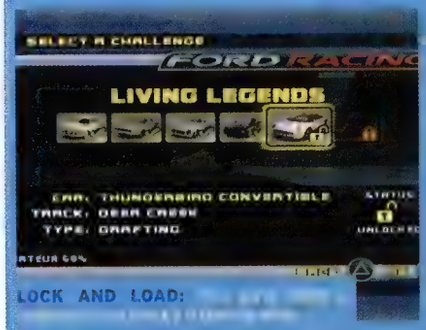
"IT'S NOT ONE OF THOSE NIPPY ARCADE RACERS THAT YOU CAN ZIP THROUGH"

WAYS OF THUNDER

2 the Ford fan. To win a drafting race, you must race in the slipstream of your opponents to eliminate them, before speeding up to the next car. The racing line mode challenges you to follow the racing line while speeding through the track, awarding points for lap time and how closely you stick to the line.

CLOCKS AWAY: Each hourglass knocks a second off your lap time. Best get collecting.

CONE-Y ISLAND: Squeeze through the fiendishly placed cones to top up the clock.



LOCK AND LOAD:

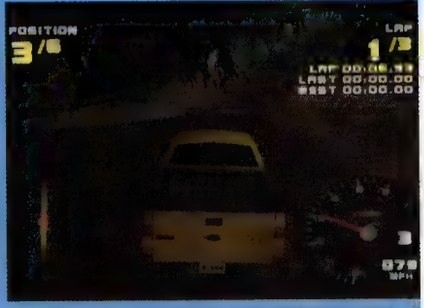
ONE OF A LINED:

MR SLIPPY:

WHEELS OF FORTUNE

4

THUNDER CATS:



TRUCKING HELL:

DVD ACTION
Hold your horses, there's a high-octane helping of *Ford Racing 2 (née Ford Racing Evolution)* on this month's DVD. Go get it.

HIGH AS A LIGHT: The lighting effects highlight (no pun intended) the polished look of the cars.

NASCAR-MA CHAMELEON: There are even some NASCAR-style banked tracks to race on too.

SPIN CITY: This Thunderbird convertable looks swish but is a swine to control.

ASPHALT AND BATTERY: The first-person view suffers from a lack of middle-distance detail.

FORD FOCUS

3 There's far more to this than just cars. You'll find the scenery and overall shimmer of the tracks are among the game's most impressive features. It's surprisingly easy to find your eyes wandering away from the racing action as you watch a crane teetering over at the edge of the track, or spot some planes flying across the high-speed ring.

But you'll find the cars are the main attraction. They're silky-smooth, from the '68 Mustang GT (from classic movie Bullitt) to the 2003 Thunderbird (Die Another Day); each is a faithful representation of the real deal.

HANDS-ON VERDICT

5 There's plenty for *Ford Racing 2* to shout about, but with so many other great racers out there (and the prospect of *GT4* leaving all the contenders eating dust) it has a long way to go to convince us to buckle up. At least for long enough in order to realise its full potential.

The prospect of racing Ford classics like the '49 Coupé is appealing and, we have to admit, we were worryingly tempted to roll up our T-shirt sleeves, slick back our hair and pop some Elvis on. But the old cars don't really offer the thrills of the big screen chases and races we know and love. It's like Rebel Without a Cause, only without the rebel. Or Fun In Acapulco without the fun...

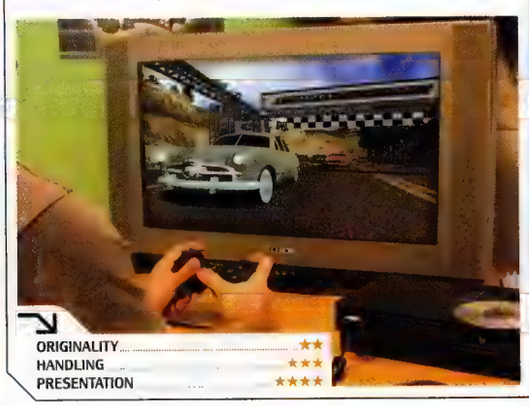
Hopefully the handling and AI issues will be dealt with before release, and the much-loved cars will be given the attention they deserve. Fingers crossed.

You'll love it because...

It's full to bursting with classic cars from some of the greatest films ever made.

You'll hate it because...

There's little to set it apart from other, better driving games.



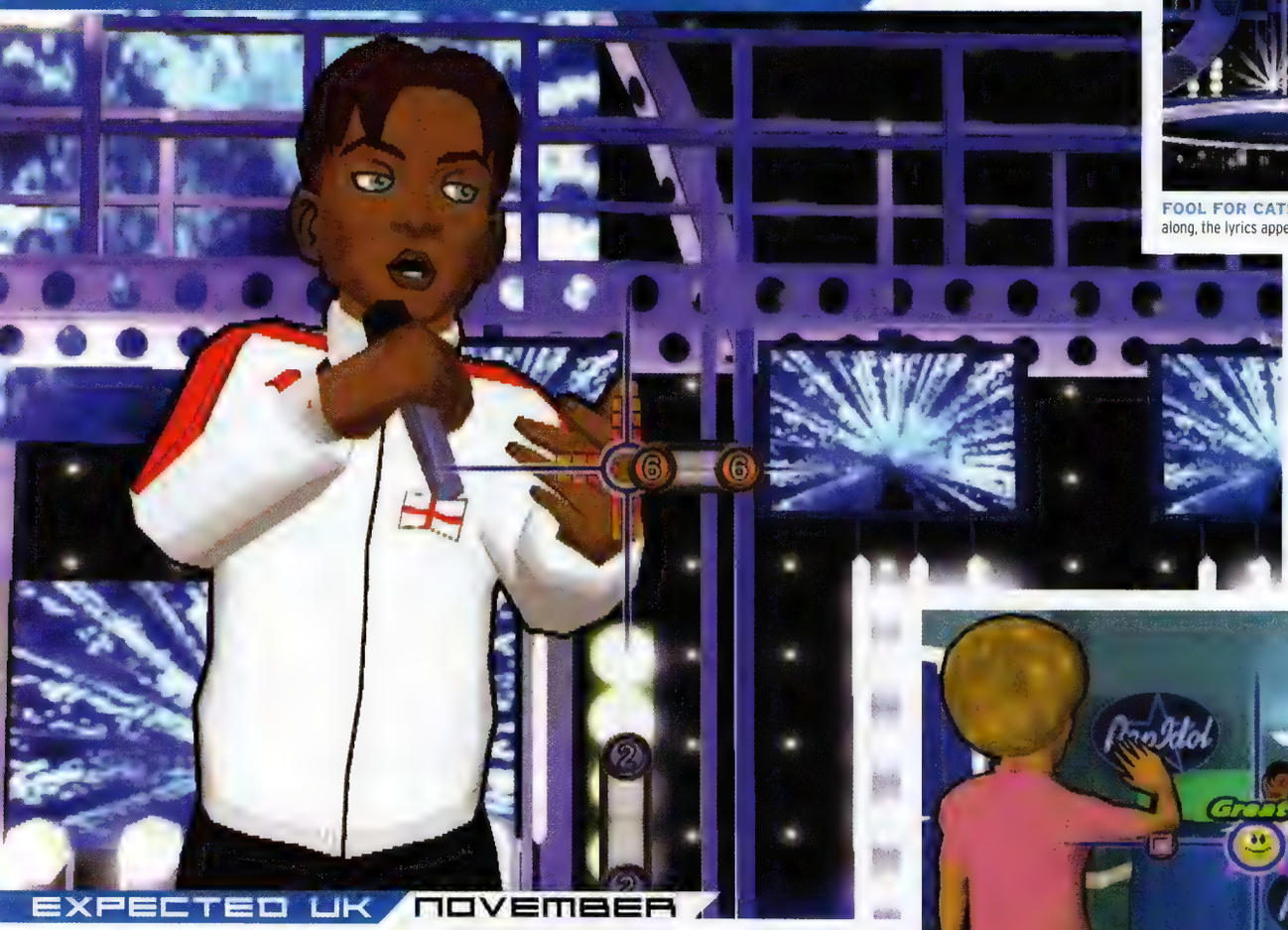
ORIGINALITY ★★
HANDLING ★★★
PRESENTATION ★★★★

Ford RACING

INFO
- **DEVELOPER**
- **PUBLISHER** Konami
- **GAME TYPE** Action

ANTICIPATED FEATURES
- 32 classic and not-so-classic Ford motors
- Gran Torino and
- and Racing Line
- scenery and track design.

WHERE IT'S AT...
- The game's due out on Halloween, so we're hoping there's time to tweak the handling and AI. Otherwise we'll relieve ourselves through



EXPECTED UK NOVEMBER

POP IDOL

Weary from a year of making rally and football games, Codemasters throw in the Cowell...

LOATHE it, love it, or pretend to loathe it but secretly love it, the cultural cowpat that is 'idiots singing on TV' is here to stay and it was only a matter of time before 'games of the show' started rolling in. It must be a marketing man's dream – marry the licence from an unfathomably popular talent show with bemani style game, throw in some Karaoke elements and watch the cash roll in. Ka-ching.

We've played a demo that shows off the main thrust of the game and, to be honest, it's as complex as buttering a slice of toast. First off you have to choose a character and select their appearance and wardrobe. This is about half the game. Then it's off to the auditions, where you'll have to impress the judges by hitting buttons in time to the song's lyrics. Nope, there's no singing here.

Once through the auditions it's on to the grand final where, after adjusting your outfit and lipstick a bit more, you have to tap more buttons in time to some more music then the three judges (of which only Cowell is authentic) give their verdict on your performance and award an overall score.

"IMPRESS THE JUDGES BY HITTING BUTTONS IN TIME TO THE LYRICS. NOPE, NO SINGING HERE"

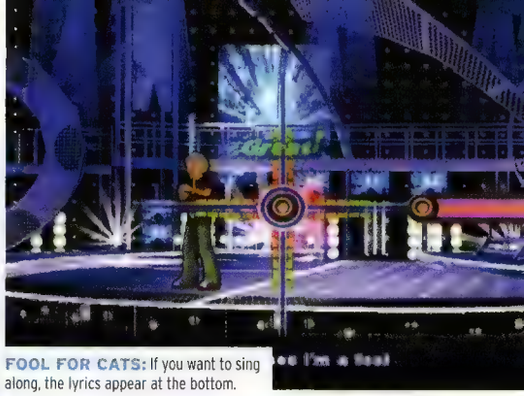
The final version promises both Karaoke and Dance Mat modes to sit alongside a larger vote-based Pop Idol competition and there will be mutliplayer modes too. We've yet to see these in action but they had better be good because as it stands Pop Idol is chronically simple. **PSM2**

Topping the charts in November.

PSM2 FIRST PLAY

IDOL PLEASURES: Designing your frock is the most complex part of the game.

DVD ACTION
We'll have the full disco apocalypse that is The 'Idol on next month's disc – Kylie and Shakira's lawyer permitting.



FOOL FOR CATS: If you want to sing along, the lyrics appear at the bottom.

IT'S THE BEMANI ARMY

1 *Pop Idol* has some serious competition – the new wave of proper singing titles seem set to eclipse it despite that licence. Sony's Karaoke number *Sing* was looking very respectable at the PlayStation Experience event in August and likewise Konami's *Karaoke Revolution*, both of which actually appraise your singing via a mike plugged into your PS2. There's also *Dance UK* from Big Ben that contains both dancing and singing elements. Rest assured PSM2 will be informing you which is the best one to splash your (Mum's) cash on.

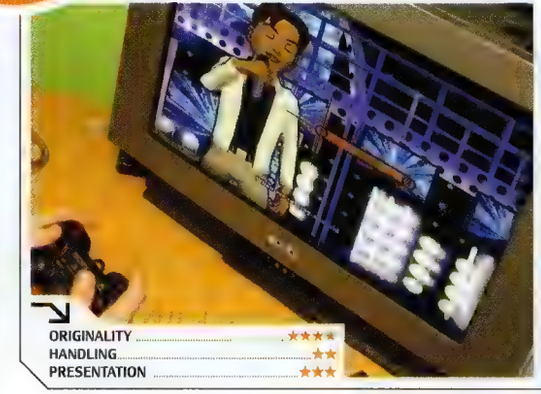
HAIR NECESSITIES: It might carry the swankiest licence but that's just cover for a very basic button-bashing bemani-style game.

HANDS-ON VERDICT

2 Even if we put our mass-market, '12-year-old girl' hat on *Pop Idol* so far is sadly underwhelming. Yes, the majority of people this will appeal to are going to be non-gamers but the mechanics are so simple as to be unreal – the game literally is hitting a few buttons at appropriate moments and dressing a virtual Barbie doll. And should you get a button press wrong (very *very* unlikely) you don't get the shambles performance you paid your money for. In fact most of the ears in the PSM2 office were unable to discern any difference in the performance whether doing brilliantly well or royally screwing it up. Surely they could have put some dry-mouthed 'just kill me now' howlers in there? And the put-downs could do with being a little more harsh, too. Cowell's in-game light ticking offs are a fraction of the real thing. We just hope the Dance Mat and Karaoke modes pep it up.

You'll love it because...
You harbour dreams of appearing on TOTP.

You'll hate it because...
You expected this to be a singing game, not bemani for toddlers.



ORIGINALITY ★★★★
HANDLING ★★
PRESENTATION ★★★

Pop Idol

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

KOEI™

www.koei.com

PlayStation®2

Strike hard, strike fast and strike deep.

NAVAL OPS

WARSHIP GUNNER™

Build a state-of-the-art war machine. Sail it into the heart of enemy waters, engage hostile vessels, avoid high-G anti-ship missiles, and put it to the test. You won't just prove your ship in battle... you'll prove yourself, too.

November 2003

- Arm your ship with weapons systems, propulsion solutions, defensive hardware, and even aircraft. Access over 800 components, 200 aircraft, and over 400 armament types.
- Invest in new technology, salvage parts from enemy wrecks, and earn items using completion bonuses.

● Real arcade shooting action 40 across deadly missions ● Build destroyers, battleships, carriers, and more ● Parts and vessels from WWII to present-day weapons systems, and arsenals of the future. ● Warship Evaluation System, Survival mode, WWII mode, plus much more

3+™

www.pegi.info

The KOEI logo is a trademark of KOEI Co., Ltd. in Japan and/or other Countries. Naval Ops: Warship Gunner is a trademarks of KOEI Corporation and KOEI Co., Ltd.
© 2003 MICROCABIN CORP./© 2003 KOEI Co., Ltd. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks ofSony Computer Entertainment Inc.

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

EXPECTED UK OCTOBER

WORMS 3D

There's more to the lowly worm than you think. Ever seen one with a parachute and an Uzi in its – er – hands?

PSM2 FIRST PLAY

AS WE ALL know, classic old 2D games don't always translate well to next-gen consoles. Especially when developers decide to update them or, worse still, make them 3D. Just look at poor old *Bomberman* – once a multiplayer classic, now a national laughing stock. And old *Pac-Man* – his lack of legs should have served as a warning that he was never made for jumping around in 3D platformers.

Worms though – that could work, couldn't it? The answer to that is; yes it could work. In fact, it's working pretty well already, thank you very much.

The basic premise of the game, for those unfamiliar with the *Worms* world, is that you control a team of worms and battle against another team. Your opponents can be CPU-controlled or you can dabble in the excellent multi-player battle. You simply use one of your many items to move around the map – parachute to a lower level or jet pack to a higher one – or one of the hilarious (in the hands of a worm) weapons to try to take out one of the other team's members.

Worms 3D introduces new weapons, as well as keeping many old classics. You can sneak up close to your enemy and whack them with a baseball bat, blast 'em with a shotgun or plant land mines. There's even a prod to gently poke your opponent – preferably off a high ledge.

It's a lot of fun, and the *Worms*' winning formula is definitely still in attendance. We'll see later this year if the overall package is a winner or not. **PSM2**

Worming its way towards an October release

"IT'S A LOT OF FUN, AND THE WORMS' WINNING FORMULA IS DEFINITELY STILL THERE"

DVD ACTION

Check the DVD for full-on wormage. The review – with cutting commentary – should be on next month's disc.

COMMEN-GET IT: The commentary after each move can be pretty funny - such as when a worm gets blasted 50ft straight up.

DROPPING LIKE WORMS

1 **The battle landscapes are randomly generated, and the worms can be dropped anywhere. Instead of using a turn to find an opponent, you might want to find first aid kits or new weapons.**

WINGED WORMS: Move quickly around the map with the parachute and rocket pack.

EQUAL SIGHTS: The first-person view is handy for accurate shots. Take aim and... blam!

HANDS-ON VERDICT

2 **At the tutorial stage we thought *Worms 3D* was messed up. Moving those 'cute' worms around in 3D isn't easy initially – it's tricky to see what's ahead on the bumpy landscape, and jumping and landing on things accurately is a nightmare. It's also far from the prettiest game on the PS2, with big, bright graphics, but little actual detail.**

Once we'd started a game, though, controls and visuals became less important, because the actual game is so much fun. While there's a fair bit of strategy involved, it's easy for newcomers to pick up. However, we hope that jumping and using the ninja rope is improved before release – it's much too hit or miss at the moment.

In multi-player, this will almost certainly be a hit, but we're not convinced it has the depth and variety to be a top single player game at present.

You'll love it because

It's great fun, from the quirky weapons, to the worms' reactions.

You'll hate it because

Controlling the worms in 3D can be ball-tightening tricky.

ORIGINALITY	★★★
HANDLING	★★
PRESENTATION	★★★

INFO

DEVELOPER

PUBLISHER

GAME TYPE

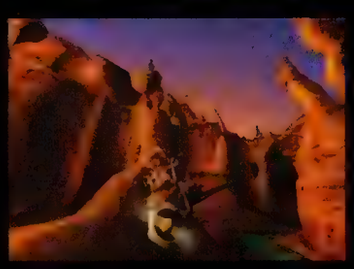
ANTICIPATED FEATURES

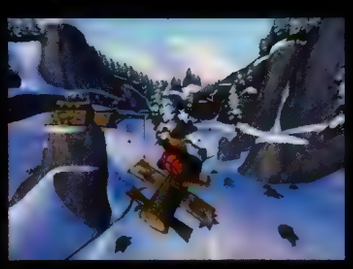
WHERE IT'S AT...

AN ADRENALIN FUELLED AIR RAGE RACER

Explore, dogfight and race with some of the most freaky characters you have ever played with, in the first-and-only, fully-open, interactive, 3-D, racing videogame.

- *13 alluring characters and dozens more hidden*
- *12 massive and enticing tracks*
- *Enthralling race and dog fight modes*
- *Unique and mesmerizing mini games*
- *Amazing 4 player multiplayer action*





FREAKY FLYERS

www.freakyflyers.com

PlayStation.2

XBOX

MIDWAY

Freaky Flyers © 2002 Midway Home Entertainment Inc. All rights reserved. MIDWAY and the Midway Logo are registered trademarks of Midway Amusement Games, LLC. Used by permission. Freaky Flyers is a trademark of Midway Home Entertainment Inc. PlayStation and the PS Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft.

" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. Jak II is a trademark of Sony Computer Entertainment America Inc. © 2003 Sony Computer Entertainment America. Published by Sony Computer Entertainment Europe, developed by Naughty Dog.

NAUGHTY DOG

uk.playstation.com

JAK II
RENEGADE

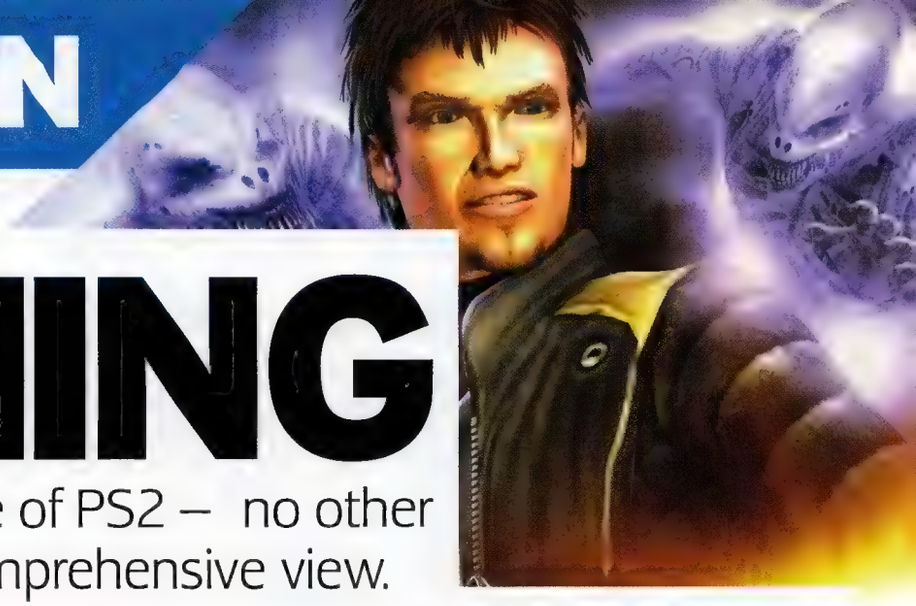
Jak's back. Sprung from jail and fighting for the underground resistance, he's older, meaner and hell-bent on revenge.

fun, anyone?

PlayStation 2

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!



EVERY KNOWN GAME ETA

INCOMING

Your monthly guide to the future of PS2 – no other magazine brings you such a comprehensive view.

KEY

Action	AA
Action Adventure	AS
Adventure	Ad
Beat-'em-up	Bt
Board game	B
Driving	Dr
Fighting	F
First Person Shooter	FPS
Flight Sim	FS
Misc	M
Platformer	P
Puzzle	Pz
Racing	R
RPG	RPG
Sport	S
Strategy	Str
Simulation	Sm
Table Top	Tp
Turn Based Strategy	Tbs

OCTOBER 2003

13	Ubi Soft	FPS
Backyard Wrestling: DTTAH	Eidos	Bt
Baldur's Gate: Dark Alliance 2	Acclaim	RPG
Bomberman Kart	Konami	R
Boxing Champions	Midas	Sp
Breath of Fire: Dragon Quarter	Capcom	RPG
Broken Sword: The Sleeping Dragon	THQ	AA
Buffy the Vampire Slayer	Vivendi	AA
Bust-A-Bloc	Midas	Pz
Celebrity Deathmatch	Take 2	Bt
Club Football	Codemasters	Sp
Curse: The Eye of Isis	Wanadoo	AA
Destruction Derby Online Arena	Sony	R
Disney Party	EA	Pz
Dirt Track Devils	Midas	R
Dog's Life	Sony	Sm
Dragon's Lair 3D	THQ	AA
Everquest Online Adventures	Sony	RPG
FIFA Football 2004	EA	Sp
Ford Racing Evolution	Empire	R
Freaky Flyers	Midway	FS
Galidor. Defenders of the Outer Dimension	EA	AA
Gladiator: Sword of Vengeance	Acclaim	AA
Hardware: Online Arena	Sony	S
Jak 2: Renegade	Sony	P
Kya: Dark Lineage	Atari	P
Mafia	Take 2	AA
My Street	Sony	Pz
Naval Ops: Warship Gunner	Koei	Sm
NBA Jam	Acclaim	Sp
NBA Live	EA	Sp
Pro Evolution Soccer 3	Konami	Sp
Risk: Global Domination	Atari	Str
Spongebob Squarepants	THQ	P
SSX3	EA	R
Urban Freestyle Soccer	Acclaim	Sp
Wallace and Gromit: Project Zoo	Acclaim	P
Whiplash	Eidos	AA
XGRA	Acclaim	R
Yu-Gi-Oh: The Duelists of the Roses	Konami	AS

NOVEMBER 2003

Batman: The Rise of Sin Tzu	Ubi Soft	AA
Beyond Good and Evil	Ubi Soft	AA
Bionicle: The Game	EA	AA
Bloody Roar 4	Konami	Bt
Bombastic	Konami	AA
Crash Nitro Kart	Vivendi	R
Crouching Tiger, Hidden Dragon	Ubi Soft	AA
Dynasty Tactics 2	Koei	Str
Dynasty Warriors 4	Koei	AS
Eye Toy Groove	Sony	B
Ghosthunter	Sony	AA
Gregory Horror Show	Capcom	AA
GTC Africa	Empire	R
Harry Potter: The Philosopher's Stone	EA	AA
Hobbit, The	Vivendi	AA
Hot Wheels: Highway 35	THQ	R
Ironstorm	Wanadoo	FPS
Jimmy Neutron Jet Fusion	THQ	P
Legacy of Kain: Defiance	Eidos	AA
LOTR: Return of the King	EA	AA
Manhunt	Rockstar	AA
McFarlane's Evil Prophecy	Konami	AA
Need for Speed: Undergound	EA	R
NHL Hitz Pro	Midway	Sp
Pilot Down	Wanadoo	AA
Pop Idol	Codemasters	B
Prince of Persia: The Sands of Time	Ubi Soft	AA
Ratchet & Clank: Locked and Loaded	Sony	P
RC Copter	Empire	FS
Roadkill	Midway	R
Robin Hood: Defender of the Crown	Capcom	AS
Rolling	SCi	Sp
Simpsons Hit and Run	Vivendi	R
Scooby Doo Mystery Mayhem	THQ	P
Scrabble 2003	Ubi Soft	Pz
Secret Weapons Over Normandy	Activision	FS
Seed: War Zone, The	Midas	Str
SWAT: Global Strike Team	Vivendi	AS
Tony Hawk's Underground	Activision	Sp
Total Club Manager	EA	S
Total Immersion Racing	Empire	R
True Crime: Streets of LA	Activision	AA
World Rally Championship 3	Sony	R
WWE SmackDown! Here Comes the Pain	THQ	Bt

DECEMBER/CHRISTMAS 2003

A Sound of Thunder	Bam!	AA
Alias	Acclaim	AA
Amplitude	Sony	B
Bad Boys 2	Empire	AA
BattleBots	THQ	Bt
Bulletproof Monk	Empire	AA
Bust-A-Bloc	Midas	Pz
BVC: Battle Construction Vehicles	Midas	R
Conflict: Desert Storm 2	SCi	AS
Detonator	Midas	Pz
Dragon Ball Z: Budokai 2	Atari	Bt
Dredd Vs Death	Vivendi	FPS
Eternal Quest	Midas	RPG
Final Fantasy 10-2	Sony	RPG
Four Horsemen of the Apocalypse	3DO	AA
Ghost Recon: Jungle Storm	Ubi Soft	AS
Ice Nine	Bam!	FPS
Maximo Vs the Army of Zin	Capcom	P
Medal of Honor: Rising Sun	EA	FPS
Mission Impossible: Operation Surma	Atari	AA
Moji Ribbon	Sony	B
Nightmare Creatures 3	Konami	AA
Red Dead Revolver	Capcom	S
Roadkill	Midway	R
RPM Tuning	Wanadoo	R
Seed: The War Zone	Midas	Str
Sims: Bustin Out, The	EA	Sm
Sniper 2	Midas	S
Terminator 3: Rise of the Machines	Atari	AA
This Is Football 2004	Sony	Sp

JANUARY 2004

A Train 6	Midas	Sm
Arc: Twilight of the Spirits	Sony	RPG
Eternal Quest	Midas	RPG
Gran Turismo 4	Sony	R
James Bond: Everything or Nothing	EA	AA
LMA Manager 2004	Codemasters	Sp
MX Unleashed	THQ	R

FEBRUARY 2004

Castlevania: Lament of Innocence	Konami	AA
Champions of Norrath	Ubi Soft	RPG
Cy Girls	Konami	AA
Deadly Skies 2	Konami	FS
ESPionage	Midway	AA
Gradius 5	Konami	S
Karaoke Revolution	Konami	B
Megaman X7	Capcom	S
Rise of Honor	Sony	AA
Sniper Elite	Wanadoo	AA
SOCOM 2: US Navy SEALS	Sony	AS
Sphinx and the Cursed Mummy	THQ	P
Splinter Cell 2: Pandora Tomorrow	Ubi Soft	AA
SpyHunter 2	Midway	S

TO BE CONFIRMED/2004...

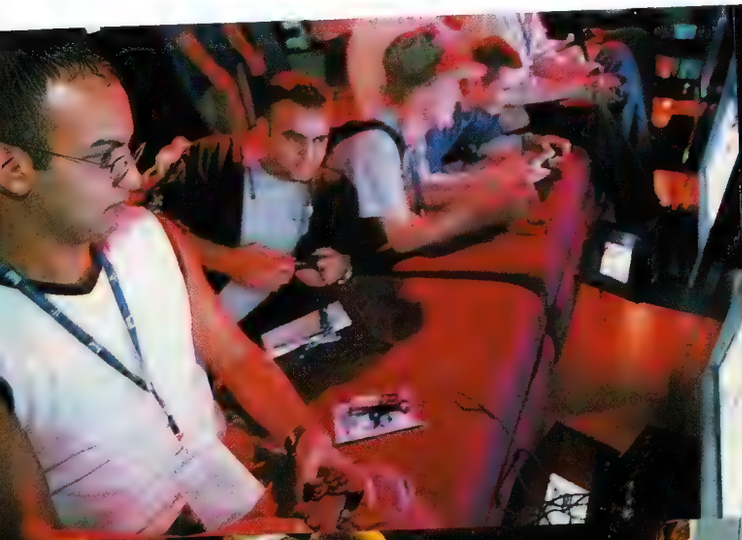
Altered Beast	Sega	AA
Area 51	Midway	FPS
ATV Offroad Fury 2 Online	Sony	R
Bloody Roar 4	Konami	Bt
Catan	Capcom	Pz
Capcom Fighting All-Stars	Capcom	Bt
Coaster Works 2	Xicat	Sm
Conan: The Dark Axe	TDK	Bt
Daredevil	THQ	AA
Deer Hunter	Atari	S
Delta Force	Nova Logic	FPS
Dororo	Sega	AA
Driver 3	Atari	R
Duke Nukem Forever	Take 2	FPS
Fahrenheit	Vivendi	AA
Fast and the Furious, The	Vivendi	R
Fatal Frame 2	Tecmo	AA
Final Fantasy 11	Sony	RPG
Firefighter FD18	Konami	AA
Frogger's Adventures: The Rescue	Konami	P
Fugitive Hunter	Codemasters	AA
Ghost Master	Empire	Sm
Gradius 5	Konami	S
Harvest Moon: Save the Homeland	tbc	RPG
Haunted Mansion, The	TDK	AA
Headhunter 2	Sega	AA
Isle of Man TT	Codemasters	R
Jacked	3DO	AA
Kengo 2: Bushido Master	Ubi Soft	AA
Killswitch	Namco	AA
Killzone	Sony	FPS
Knights of the Temple	TDK	AA
Looney Tunes: Back in Action	EA	P
LOTR: The Treasures of Isengard	Vivendi	AA
Masters of the Universe	TDK	AA
Metal Gear Solid 3: Snake Eater	Konami	AA
Monster Rancher 4	Tecmo	AS
Movies, The	Activision	Sm
NARC	Midway	AA
NFL Street	EA	S
Nico	Sony	AA
Nobunaga's Ambition Online	Koei	Str
Onimusha 3	Capcom	AA
Onimusha Blade Warriors	Capcom	Bt
Outlaw Volleyball	TDK	Sp
PaRappa the Rapper 3	Sony	B
Pillage	Zed Two	AS
Pitfall Harry	Activision	AA
Resident Evil: Outbreak	Capcom	AA
Richard Burns Rally	SCi	R
Ridge Racer 6	Namco	R
Rogue Ops	Wanadoo	AA
Sega Seabass Fishing Duel	Acclaim	Sp
Shoot to Kill	Codemasters	FPS
Shrek 2	Activision	P
Sim City 4	EA	S
Sim Bustin' Out, The	EA	S
Sirren	Sony	AA
Skate or Die	EA	Sp
Smash Cars Racing	Metro 3D	R
Smuggler's Run 3	Take 2	R
Snowboard Heaven	Capcom	Sp
Sonic Heroes	Sega	P
Spider-Man 2	Activision	AA
Starcraft: Ghost	Vivendi	FPS
Star Ocean 3: Till the End of Time	tbc	RPG
Star Trek: Shattered Universe	TDK	S
Street Lethal	Activision	AA
Street Racing Syndicate	3DO	R
Suffering, The	Midway	AA
Syphon Filter: Omega Strain	Sony	AA
Tak and the Power of Juju	THQ	AA
Teenage Mutant Ninja Turtles	Konami	Bt
Thunderbirds	SCi	AA
Transformers Armada	Atari	M
Virtual-On: Marz	Sony	M
Wizardry	Ubi Soft	RPG
Worms 3D	Sega	Pz
Wrath Unleashed	Activision	AA
X-Files: Resist or Die	Vivendi	AA
X-men Legends	Activision	AA

Incoming is your complete guide to the future for your PS2. The release dates are correct as we went to press. This listing is updated every issue- please don't give us a hard time about slippage, canning and alterations. We only work here

Photography by Martin Bureau

ARE YOU EX

The date: August 27th to 31st, 2003. The place: Earls Court,



PERIENCED?

London. The event: PlayStation Experience 2003. Bring it on!

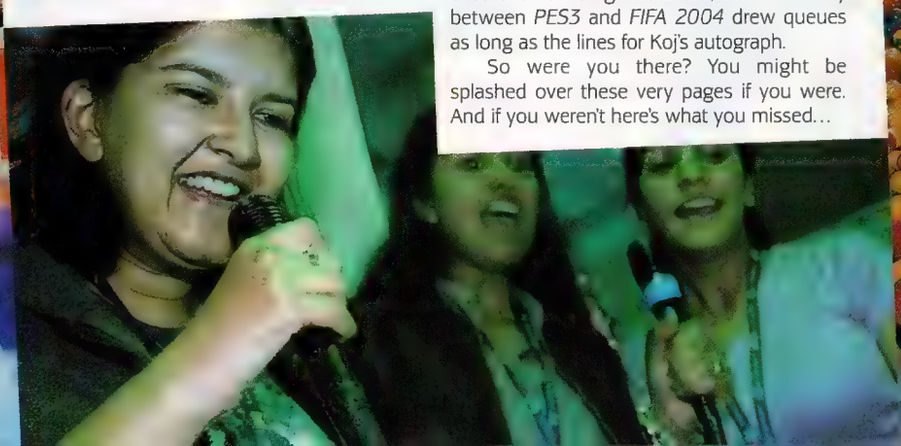
"Sorry mate can I just squeeze by? Yes, I am from PSM2. Yes of course I'll sign an autograph. Er, who should I sign it to? Yes, it is a bit crowded. Can't stop, got to interview Doctor Fox. Nice meeting you... Er, yes I am from PSM2... You think so? Thank, thanks. Next issue? *SSX3* on the cover, mate. Look, got to go. Yes, I am from PSM2..." Blimey, this is what 50 Cent must feel like. Where's my Bentley? Pass the Cristal!

But with 10,000 PlayStation fans in one building what did we expect? This year's PS2 Experience was bigger and better than even last year's inaugural meeting of minds and thumbs. For four days this August dedicated PS2 punters got to play all the latest games and gasp at minor celebs – undercover PSM2 staff included.

Hideo Kojima fielded questions from the audience. Dr Fox dragged ladies over the crash barriers to sing for us. And we even spotted a cheeky Kazunori Yamauchi playing his own game (*GT4*) on the sly.

Hits getting their first UK airing included *Smackdown: Here Comes The Pain*, Sony's excellent new *Sing* and *Siren*, and the derby between *PES3* and *FIFA 2004* drew queues as long as the lines for Koj's autograph.

So were you there? You might be splashed over these very pages if you were. And if you weren't here's what you missed...



GRAN TURISMO 4

Public get to play *GT4*. Public not really that fussed. "Looks like *GT3*". PSM2 surprised.

We're not gambling sorts here on PSM2 – except for Jonnie who's hopelessly addicted to Lucky Dip scratch cards – but if we *were* we'd have bet our wads on *GT4* being one of the most popular games of the show. But, surprisingly, it only drew as much of a crowd as the likes of *WRC3* being shown next door. And compared to the *True Crime* mobbing...

Why was this? Perhaps the decision to use steering wheels on the (stand up) pods – WHY?! – scared people off. But the few players we asked pointed to the fact that it looks and plays exactly the same as *GT3*. "It's just *GT3* again," moaned a Grant Hatch of Swindon. Sure the six tracks in the demo showed off the game's variety as did the 16 cars. Overall, though, it was felt that graphics weren't a real hike up. And as for the new AI – what new AI?

New York was perhaps the most impressive track and you can't go wrong with the Mitsubishi Evo but the handling felt exactly the same, right down to how it barged cars dodgem-style around corners.

As for online features, no such luck. Or the promised GT TV mode. Come on *GT*, get it together!

VETTE COLLECTOR: These latest shots show what the game's capable of.

SUPER OOOH: They wouldn't be rally courses without a Suberu Impreza to drive around them.

PLACE YOUR VETTES: The New York track was a good showcase for the Yank motors.

BUILDING SIGHTS: By the time the game comes out this 'scraper (at the corner of Central Park) will be finished.

TRUE CRIME STREETS OF LA

'Old' game bags major crowds. Is this the new *Vice City*?

PSM2 SHOW STOPPER!

We've been banging on about *True Crime* for months now and how it could be the new *Vice City* (albeit a more arcadey one). Well, it went down like a storm at the experience. One player (Keiron Eddy from Balham) stopped killing folk just long enough to tell us that it was "better than *Vice City*". Judging by the crowds lapping it up he may not be the only one to think so.

VICE HITTY: It's a very different sort of game but judging by the reaction at the show it'll be as big as *VC*.

WWE SMAKDOWN: HERE COMES THE PAIN

Has the ass fallen out of the wrestling market? Nope.

PSM2 SHOW STOPPER!

We were eager to see just how popular the new *Smackdown* would be. Let's face it this series is getting so long in the tooth that it's got tusks. And yet it was one of the prime 'must see' targets for countless PS Experience goers. "Now they've got blood in it it's well dangerous," declared Tony Rampton from Essex. And you know what? He's right.

PLAYING KETCHUP: By finally adding blood to *Smackdown* they've given it just the kick it needed.

"THIS SERIES IS GETTING SO LONG IN THE TOOTH THAT IT'S GOT TUSKS"

"NOW THEY'VE GOT BLOOD IN IT IT'S WELL DANGEROUS"

FOX KNOWS

Foxy – is it OK if I call you that? You seem to be enjoying this year's TV show a lot more

Are you getting on with the other judges? Is it a bit of a "diva"

Which do you prefer more: the party bits with everyone being knobbish or the quality of the finals?

Which is more important: looks or singing ability?

Which city is best? London Manchester

You seem to spend much of your time crashing up

PSM2 SHOW STOPPER!

SING

Appearing live in a green soundproof booth near you.

Konami's *Karaoke Revoltion* isn't the only singing game out there. There's Sony's appropriately named *Sing* too – a game that does exactly the same thing.

The technology to appraise your singing, live, as you play is astounding and we're expecting a lot more games to jump on the bandwagon soon. *Karaoke* just edges it for us right now but, that said, Nadia Shureen of Walthamstow reckoned *Sing* was "wicked". Rather unlike her singing abilities...

SING WHEN YOUR WINNING: The sound-proof booths protected your ears - and your modesty.

PSM2 SHOW STOPPER!

"LET'S HAVE HER UP HERE, SHE'S LOVELY"

Neil Fox's impromptu decision to drag a pair of ladies from the audience for a spot of live Pop Idoling caused the live show to overrun by half and hour. Fortunately, although mortified with stage fright both lucky wannabes performed magnificently.

PRO EVOLUTION SOCCER 3

Pro Evo 3 Versus *FIFA 2004*. Which is best? You decided...

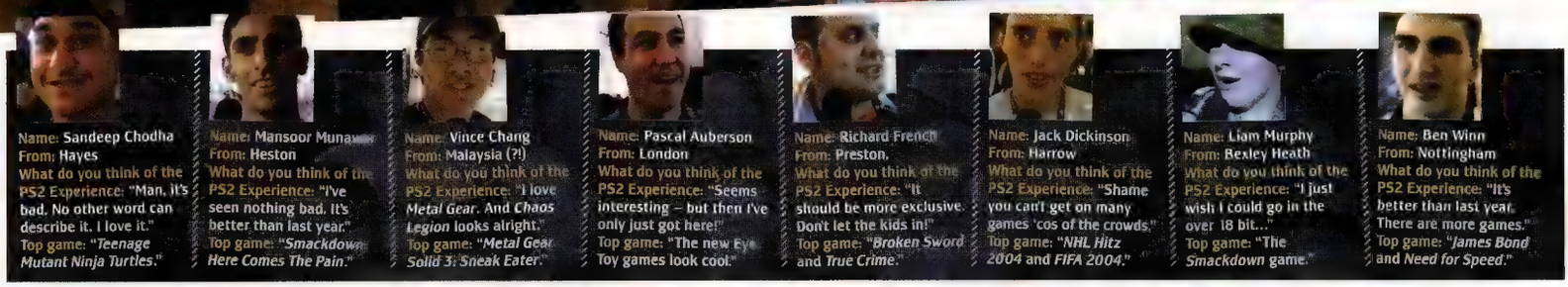
True Crime had big crowds. So did the new *Smackdown* (real biiig crowds). But the main even was the battle between *PES3* and *FIFA 2004* which took place on a specially built football terrace by the main stage.

This might sound like a good idea but the positioning of the pods on the stand made it impossible to queue up properly so it was a bit of a free for all with many punters getting frustrated after watching people push in over and over again. And – as many of you said – WHY did they have as many pods for *NHL Hitz* as for *PES3*? Fools. Surely they knew which was going to be more popular?

As for the result it was a clear victory for *PES3*. "It's just miles better," gushed Bradley Mason of Hackney. We know what you mean.

STAND BY ME: The footy-style stand was a neat idea but just made access to the games tricky.

"WHY DID THEY HAVE AS MANY PODS FOR NHL HITZ AS FOR PES3? FOOLS"



Name: Sandeep Chodha
From: Hayes
What do you think of the PS2 Experience: "Man, it's bad. No other word can describe it. I love it."
Top game: "*Teenage Mutant Ninja Turtles*."

Name: Mansoor Munaw
From: Heston
What do you think of the PS2 Experience: "I've seen nothing bad. It's better than last year."
Top game: "*Smackdown Here Comes The Pain*."

Name: Vince Chang
From: Malaysia (?!)
What do you think of the PS2 Experience: "I love *Metal Gear*. And *Chaos Legion* looks alright."
Top game: "*Metal Gear Solid 3: Sneak Eater*."

Name: Pascal Auberson
From: London
What do you think of the PS2 Experience: "Seems interesting – but then I've only just got here!"
Top game: "The new Eye Toy games look cool."

Name: Richard French
From: Preston.
What do you think of the PS2 Experience: "It should be more exclusive. Don't let the kids in!"
Top game: "*Broken Sword* and *True Crime*."

Name: Jack Dickinson
From: Harrow
What do you think of the PS2 Experience: "Shame you can't get on many games 'cos of the crowds."
Top game: "*NHL Hitz 2004* and *FIFA 2004*."

Name: Liam Murphy
From: Bexley Heath
What do you think of the PS2 Experience: "I just wish I could go in the over 18 bit..."
Top game: "The *Smackdown* game."

Name: Ben Winn
From: Nottingham
What do you think of the PS2 Experience: "It's better than last year. There are more games."
Top game: "*James Bond* and *Need for Speed*."

GAMES ARE LIKE BUSES IN SPACE-YEAR 2003. YOU WAIT ALL YEAR THEN LOADS COME AT ONCE.

Most years see a gradual build up of big-name games as the months slide inexorably towards Christmas. But 2003 is a slightly different matter; we've had frick-all for *ages* and there's simply going to be too much for your wallet to stand come November.

Just look at November 7th, in particular; *Harry Potter*, *Lord of the Rings*, *Tony Hawk Underground*, *True Crime*... all on one day. Insanity! There's such a wealth of top-class games coming out that something's got to give.

Hell, even EA – who traditionally rule Christmas with a competition-mincing roster of tentpole names – have realised that there's too many good games competing for a slice of the pie. They've delayed *James Bond: Everything or Nothing* until 2004 not to give everyone else a chance, but to prevent it cannibalising sales of their other games. This display of boom-and-bust economics also meant that the rank *Angel of Darkness* had the summer months pretty much to itself, explaining the healthy sales of a mediocre game. Ain't there no justice?

So that's why only *PES3* really shines this month – all the other games prefer to smash themselves to pieces against each other next month in the war they call Christmas. Bring it on.

PSM2'S MANIFESTO

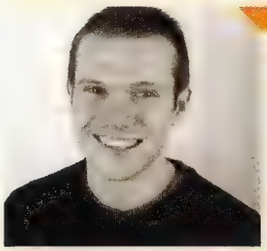
PSM2's REVIEWS ARE: Analytical, delving, comic, critical, informative and, above all, bang on the money. If you want to know exactly where your cash should go, look no further than these pages.

PSM2's REVIEWS AREN'T: Lacking integrity, flabby, overly sensational, oblique and scored to appease anyone within the games industry. If you want a blinkered perspective on the global market, look elsewhere.

REVIEWERS レビュー

PLAYING PS2 LONGER, HARDER, FASTER THIS ISSUE:

The world's most knowledgeable and outspoken PlayStation 2 fans.



DANIEL DAWKINS

- **SPECIALIST IN:** Wattle and daub, stroking
- **HAVING FUN WITH:** *SSX3*, *PES3*, back-shaving

Dan was giddy this issue. *SSX3*? *PES3*? Two of his favourite games in one month meant more laundry bills than Mrs. Dawkins has seen since Wales last won a football match.

JES BICKHAM

- **SPECIALIST IN:** Vambraces, snouts
- **HAVING FUN WITH:** R-Type: Final, snuff

Jes used to love farming machinery but fell out of favour with it after a wankle rotary engine accident. Now he stands limply in the corner off the office. He's an ex-tractor fan. Geddit? (Dies)

JONATHAN BRYANT

- **SPECIALIST IN:** Time-travel paradoxes, feet
- **HAVING FUN WITH:** Naval Ops Warship Gunnery, peas

Jonnie can't get enough RPG lovin'. His world is a riot of statistics and numbers. And beards His kids are currently enjoying new designations: Bryant2.01 and Bryant2.02. Lucky tykes.

ADRIAN LAWTON

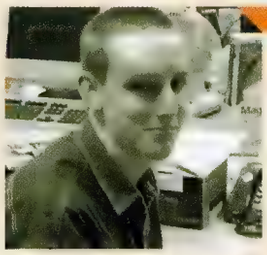
- **SPECIALIST IN:** Gibbet maintenance, soft fruits
- **HAVING FUN WITH:** Scrabble, rat catching

Free from even the most basic vestige of humanity, Adrian's cold mechanical nature and robotic staring eyes preclude human relationships. "What is this thing you call... love?" he grated.

KATHERINE BRICE

- **SPECIALIST IN:** Crawlspaces, mashie niblicks
- **HAVING FUN WITH:** Wallace and Gromit, superstring theory

Kath was found wandering the sewers of London in the year of our lord 1908 While she remains ageless, the mint-in-box limited edition Darth Maul figure that she keeps in the attic slowly decays



JAMES WHITE

- **SPECIALIST IN:** Cables, the delicate touch of a man
- **HAVING FUN WITH:** Yu-Gi-Oh!, fingerless gloves

'Shredder', as James doesn't like to be known, is a slave to the music they call Pop He won't reveal the procedure he's undergone to sound like Timberlake but he now sings like a squeaky angel.

NICK ELLIS

- **SPECIALIST IN:** Horses, children's tears
- **HAVING FUN WITH:** Masonry, trotters

While he may be the World's Thinnest Man, Nellis's peculiar metabolism means he can consume his entire bodyweight in fried meats with no particular ill-effects. A shame Atkins got there first.

MAIL US NOW!

E-MAIL: PSM2@FUTURENET.CO.UK

PSM2's team of reviewers play games more than any other mag. We don't shuffle through the first level, then present you with some vague mark out of five But sometimes you won't see eye-to-eye with us. So get in touch...

PSM2, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW

›THE DEFINITIVE VERDICT フハフヌキニラ

WHY PSM2 REVIEWS ARE THE BEST YOU'LL READ!

We love games, but won't resist caving a shabby game's face in – stick with PSM2 to get the best buying advice around.

BEST SCREENS:
We've captured the most dynamic images from the games, with all the levels and views you need to see. They're the best shots you'll clap eyes on!

PASSIONATE OPINION:
PSM2 reviewers squeeze every ounce of detail out of a game, and tell you everything you need to know. Our reviews are as entertaining to read as the best games are to play.

IMPACT POINT:
Here you'll see the defining moment in the game that convinced your PSM2 reviewer that this is a shiny blue disc you should run out and buy or just leave on the shelf.

REVIEWS
FANTAVISION
IMPACT POINT
LINKING EXPLOSIVES
"EVEN WHEN THE GAME INEVITABLY FRUSTRATES AND BEATS YOU, IT'S NOT BECAUSE YOU'RE STUCK, BUT THAT YOU HAVEN'T REACTED QUICKLY ENOUGH"
INSIGHT
BEATING THE GAME
GAMER'S CHOICE
VERDICT
85
FANTAVISION
Whack on the kettle, break open the Digestives and prepare for the world's most spectacular fireworks night. No pomp, no ceremony, no snazzy texture-mapping. Fantavision is the PlayStation 2's simplest and arguably greatest invention yet

VERDICT BOX:
A chunky, comprehensive summary of the game. You'll find out what the best and worst features of the gameplay, graphics, sound and lifespan are, as well as getting a score out of 100. We feel this is the most useful way of indicating the game's quality, rather than some oddball score out of, say, 30.

GAMER'S CHOICE:
Your essential guide to how the game compares to others in its genre. These will be PS2 games where possible, but due to the system's ability to play all your old PlayStation discs we'll also compare the new games with the classics...

INSIGHT:
Here you'll find amazing facts about the game and its developers, carefully selected by the PSM2 reviewer to give you a deeper understanding of the title. Or make you laugh.

ALL THE INFO YOU NEED:
Crammed with every useful fact about the game, you'll find everything here - from how many players it supports to how many levels and playing modes you can expect. For Japanese discs, we'll also give you a guide to how impenetrable the text is. Neat, no?

›HARD-HITTING シワモカノ

THE PSM2 SCORING SYSTEM:

PSM2 WARNING!

0-29 Shoddy stuff. A game in this category is so bad, *well*, it's just laughable really...

30-49 Possibly fun in the short term, but there're some serious faults in the game's design.

50-69 50 is considered 'average' in PSM2 (unlike some other mags). You can trust our scores.

70-84 An entertaining game that *just* misses out on being something big. Highly enjoyable, though.

85-89 What are you waiting for? If a game gets a score in this category, you really ought to treat yourself. You won't be disappointed – PSM2 highly recommends it, and that's the only endorsement you need...

90+ An unmissable gem which should feature in the game collection of everyone reading PSM2. It's a supreme example of its genre and pushes your PlayStation 2 in every respect. You must play this.

›HONEST AND ACCURATE シワモカノ

PS2 REVIEWS

We review every last PS2 title from around the world – from Japan, America and Europe. Some of these titles that appear in an NTSC format will occasionally not make the transition to PAL and'll only be available on import for use on Japanese or American machines. Each review is clearly marked with its country of origin and, where possible, we always re-review PAL versions of games we've covered on import.

If you're looking for a review of a game that's available to buy, and it's not been included in the mag, approach it with extreme caution. Usually this means that whoever distributed it would rather you coughed up the money first and found out that it was absolute arse later. Rely on PSM2 to help you spend wisely.

›HONEST AND ACCURATE シワモカノ

DVD REVIEWS

Every month PSM2 teams up with *Total Film* magazine to review the best of the month's DVDs. We treat extras as a bonus and base our scores largely on the film's quality

DON'T MISS THESE:

PS2 REVIEWS

SSX3 24
Buffy: Chaos Bleeds 068
Wallace and Gromit: Project Zoo 070
Bomberman Kart 072
Boxing Champions 073
Bionicle 073
Alter Echo 074
Everquest Online Adventures 076
Breath of Fire: Dragon Quarter 078
Yu-Gi-Oh! 079
Hardware 079

PRO EVO SOCCER 3 64
Hunter Wayward: The Reckoning 081
Naval Ops: Warship Gunner 080
Finding Nemo 082
Kings of Route 66 083
Gallop Racers 083
Metal Arms 084
R-Type Final 088

DVD REVIEWS

Indiana Jones Trilogy Box Set 092
LOTR: The Two Towers Extended 093
Simpsons Complete Season 3 Box Set 093
X-Men 2 093

OUT UK OCTOBER

PRO EVOLUTION SOCCER 3

"THIS IS FOOTBALL AND FOOTBALL IS AS CRUEL AS IT IS BEAUTIFUL"

More exciting a prospect than Wayne Rooney at the next World Cup, the masterful *Pro Evolution Soccer 3* is in a league of its own. Know the score.

REVIEWER: Nick Ellis

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** KCET
- **PUBLISHER** Konami
- **GAME TYPE** Football sim
- **PRICE** £39.99
- **ESSENTIALS** 1-8 Players, Memory Card, Multitap, DualShock 2, 60Hz mode

PlayStation 2

PES3 PROEVOLUTIONSOCCER

DETAILS

- Numerous competitions including International Cup, International League, a series of regional international cups and the ongoing Master League.
- 64 club teams and 64 international sides
- 1000s of players
- Comprehensive Edit mode including, thankfully, the right shade of green for the Plymouth Argyle kit.

Monday 15th September, 3.15am. A strangled, bestial howl shatters the peace in a quaint Georgian street somewhere in North East Somerset. Lights go on, dogs start to bark. Chelsea have just blown their chances of promotion from Division 2 of the Northern European League to the top flight, conceding a last minute goal against the Hammers to draw a play-off game that they simply *had* to win. NOOOOO! A weekend's work lies in ruins. This is *PES3*'s Master League. This is football, and football is as cruel as it is beautiful.

The Master League is the finest competition in any videogame, ever, and *PES3* is the finest videogame interpretation of football to grace the planet. Fact. Last month PSM2 waxed lyrical about *Winning Eleven 7*, the Japanese version of PES3, awarding it a massive 96%. That review concentrated on the improvements and enhancements to the gameplay and we're delighted to report that everything said there, from the general visual quality to the superior AI, polished passing mechanic and all-new skill moves, rings true for the PAL release. But what of the game modes and Anglo-centric specifics?

SCORE OF DUTY: Love football? Love videogames? Then get yourself a copy of *PES3* - out on October 31st.

Let's take a look at that Master League – surely the main reason for splashing your cash. For the uninitiated, the Master League has you guiding your chosen team through unlimited seasons of integrated league and cup competitions. No matter which side you elect to play as you'll start off with the same bunch of average made-up players but the juicy management aspect allows you to acquire new charges as you earn Transfer Points by winning games. With a lot of graft it won't take too long – just a few hundred hours – before you've bagged a team full of championship winning international superstars. ▶

"EVERYTHING FROM THE GENERAL VISUAL QUALITY TO THE SUPERIOR AI IS HERE"

THE HIGHLIGHTS PACKAGE

In last month's PSM2 Lee 'Hitman' Hart did an admirable job of informing us just how good *Winning Eleven 7* is and told us all the ways Konami have improved upon last years version. What goes for *Winning Eleven 7* goes for *Pro Evo 3* and we don't want to cover old ground, but just in case you missed last issue, here's a handy guide to what's new and improved

ANIMATION

KEEPERING IT REAL: 80% of the player animations have been reworked for added realism so *PES3* looks as good as it plays.

PASSING

PASS THE DUTCHY: [illegible] to execute, infinitely more effective and you can add [illegible]

SKILLS

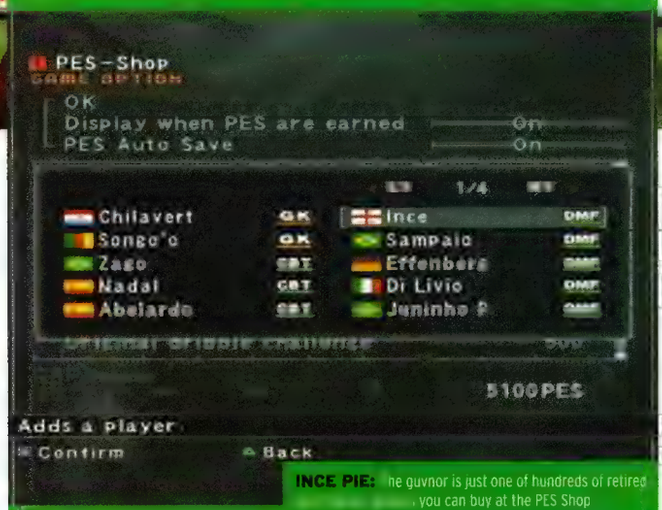
SPIN WHEN YOU'RE WINNING: [illegible]

TEAMS

BOBBY MORE: [illegible]

RETAIL THERAPY

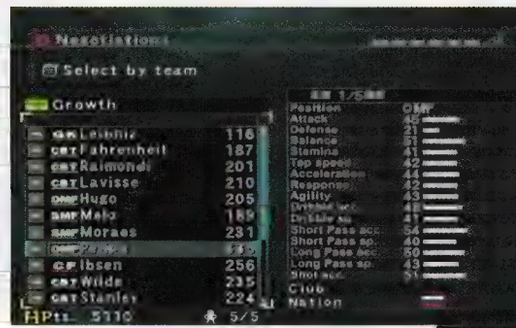
You now unlock all the bonus bits by accumulating PES points (the more you play and win, the more you earn) and spending them in the PES shop. Here you'll find, among other things, new stadia, retired players, classic teams, new haircuts, a double-speed match mode and the, er, ball effect thing you see below. Maybe all the shopping will get your girlfriend on side.



INCE PIE: The guvnor is just one of hundreds of retired [illegible] you can buy at the PES Shop

WINNING STREAK: It's either some hallucinogen-enhanced Giasto-version of *PES* or the utterly pointless Ball Effect feature

EDIT SWEET: First things first. Go to the Edit menu and ensure that all the names and kits are correct. It's a labour of love.



PROMISE PLANNED: At the start, sign up half a dozen promising young players. They'll benefit you in the long run.

▶ Things are somewhat different this year and, inevitably, even more wonderfully life-consuming. There are now four separate European leagues to play in – North, South, East and, you'll never believe it, West. Each has two divisions and its own cup competition. Bottom flight footy remains much the same as *PES2*, with eight competing teams and a play-off between the top two sides in Division Two and the bottom two teams in Division One to settle who goes up and down and who stays put.

Division One has been reworked to mimic the real European leagues in all their glory. If you nail a top four finish you'll qualify for the WEFA Masters competition, which is basically the Champions League and draws teams from all four regional leagues. If you're on the peripheries of greatness or win the Division One cup there's a knockout competition waiting next season which is the UEFA Cup in all but name. So no complaints with the format, not quite revolutionary but then it didn't need wholesale changes and there are enough challenges in there to keep you playing every night of the week for months on end.

It's the management element that's had a major buffing and it's splendidly deep. 'Training Promising Players' is now actually worthwhile, with a choice of around 20 youngsters to take under your wing and nurture. If you're careful and build them up in a balanced fashion, then they should turn into decent players who can either add strength to your squad or command a healthy

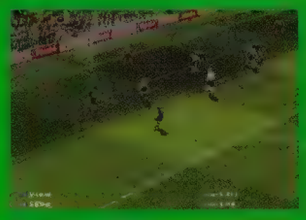
"THE MANAGEMENT ELEMENT HAS HAD A MAJOR BUFFING AND IT'S SPLENDIDLY DEEP"

DAMIAN CHUFFED

Scoring is as satisfying as ever, but the opposition proves very hard to break down and more often than not goals have to be crafted from delicate and incisive build-up play or from moments of individual genius. It's hard to put into words the feeling of elation you get when after 60 minutes of hard graft you conjure up that winning pass and slam the ball into the roof of the net. Here's one we scored earlier.

BANK ACCOUNT: Spotting Duff lurking dangerously, Floyd knocks in a through ball.

OFFICER DRIBBLE: A tap of sprint and stick waggling should get you past him.



DUFF JUSTICE: The wee Irishman unleashes a left-footed drive at goal.

KEEP TRYING: The keepers look better than ever. He's never gonna reach that, though.

GOAL-DEN WONDER: Cue celebrations which involve three players humping each other.

ADVANTAGE CARD: Dyer was fouled but his pass still got to Owen so the ref sees common sense and plays the advantage. A great addition.

SLIDE RULE: You can adjust the ref's strictness. Make 'em lenient and you can give the Turks a thorough pasting and get away with it.

TRANSFER TREE: There are thousands of players to buy and the acquisition mode has been enhanced to make your life simpler.

ET MUTU, BRUTUS: After a few seasons you should have a team of pretty decent players. Never heard of this Mutu chap, though.

Lazio and Roma. That's you're lot and it's NOT BLOODY GOOD ENOUGH. Sure there's a thorough (and much improved) Edit mode but it takes a several laborious hours to get all the team and player names proper and correct and you'll never manage to get the kits to look 100% authentic.

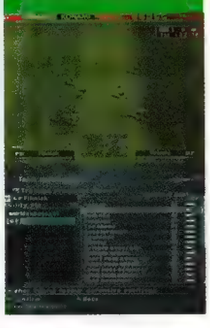
But it's a small price to pay. Whether lining up for a quick post-pub four-player entanglement or embarking on an epic international or domestic campaign by yourself, *PES3* is a joy to behold. At first glance it may look all too similar to last year's outing but close examination reveals a vast array of subtle tweaks that make this the most involving and realistic football experience to be had outside of taking your seat on a Saturday afternoon at 3pm.

Now if you'll excuse us, there's a new season about to start and Chelsea are *definitely* going up this year. Lord help the locals if they don't. **PSM2**

It's all kicking off on October 31st. And we'll be reviewing arch rival FIFA 2004 *next month.*

IMPACT POINT

Meet Piliniak, an 18 year old striker and one of the Master League's Promising Young Players. He cost nothing, demands very light wages and over the course of two seasons he turned world class. Cool.



fee on the transfer market. Playing the transfer market itself is now easier, with several comprehensive options for searching out the right man for your team, including a 'conditional search' menu where you can specify what type of player you're after, how much you're willing to spend, etc and the game then presents you with a list of likely candidates.

In short we can't think of anything in the world we'd rather do than play the Master League, especially with a friend. Sad but true. The rest of the game modes are largely unchanged from previous versions, with the same range of international tournaments and leagues to conquer as before. Of course if you're not so anal as some of us, simply playing endless Exhibition matches with your mates is reason enough to buy the game alone. For first timers there's also a very commendable Training mode with some neat 'How to...' videos for those that need to build their skills.

And so we move to the complaints, which sadly are the same as ever. The commentary is bloody terrible. It's Peter Brackley and Trevor Brooking manning the mics again and, while they tend not spew forth too many ridiculous comments, there are only so many times in the course of a game that you can hear "They're really upping the ante now" before wanting to pour Cif in your ears. Repetitive isn't the half of it and they may as well have not bothered, we're only going to stick some tunes on the stereo instead of listen to them.

Then there's the crappy licensing issue. This year's *FIFA* game has around three billion official licences, including those for every club and player from the English and Scottish football leagues. *PES3* has four Italian clubs – Parma, AC Milan,

INSIGHT

We've all soiled our shorts after a strike pings off the post or gasped in awe when a keeper makes an acrobatic save and now, thanks to an 'any time' replay function, you can watch them again.

ROMAN'S CHOICE

1 **PRO EVOLUTION SOCCER 3**
Once again Konami deliver the best football a gamer's money can buy.

2 **WINNING ELEVEN 7**
If you can't bare waiting for *PES3* and have an import machine, this Jap original is the same.

3 **FIFA 2003**
Crammed with authentic licences. Expect *2004* to be even better.

PSM2 VERDICT

GAMEPLAY
+ Mesmerising, joyful and the closest thing to football yet.
- Lacks *FIFA*'s licences and instant gratification.

GRAPHICS
+ Staggering, beautiful animation and all round football realism.
- There are some worryingly homoerotic goal celebrations.

SOUND
+ Immersive match day atmosphere with chants and cheers.
- The commentary is better but remains tiresome and repetitive.

LIFESPAN
+ The very definition of value for money. You could play forever.
- Watch your life dripping away as you try to win everything.

OVERALL
Refinements to the graphics and gameplay make this absolutely perfect. Only grim licencing and commentary stop it being 99%.

96

GLORIOUS

SOAK AND DESTROY: More effective than a gatling gun, this water pistol is fuelled with vamp-scorching Holy Water. Genius.

VALUE ADDED AXE: Give your fists and feet a rest by picking up one of around a dozen weapons.

BAR SIGHT: The crossbow is effective against vamps, but not against these hell hounds. Which is tough luck.

OUT UK 24TH OCTOBER

BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS

'How would madam like her stake cooked?' It's got to be bloody as Hell...

REVIEWER: Nick Ellis

Given that most North American towns are generally bereft of vampires and unpleasant creatures of the night, if PSM2 held governorship of Sunnydale we'd have run young Buffy out of town half way through the first season. Still, everyone's favourite slayer managed to get all the way to a 145 episodes before selflessly casting herself into that apocalyptic vortex. And now she's been resurrected for her first bite of PS2.

And you'll never believe it but *Chaos Bleeds* is actually very respectable. It's an action-adventure title with a strong emphasis on combo-based scrapping and the game bares more than a passing resemblance to the equally decent *Indiana Jones and the Emperor's Tomb* (PSM2#39, 80%), but without the Nazis. Or hat. Essentially you're kicking, punching and staking your way through an interactive episode of the TV series, with a unique plot penned by the authors of the Buffy comics. It's all about the return of Kakistos, an ancient vampire who was supposedly destroyed in the third episode of Season 3 after killing Faith's Watcher.

"THE GAME BEARS MORE THAN A PASSING RESEMBLANCE TO THE INDIANA JONES GAME"

The real hook for ardent fans is that not only do you get to whoop vampire ass with the leading lady, you'll also be playing as Spike, Willow, Xander and Sid the ventriloquist's dummy. Each are endowed with their own unique fighting style and weapons. Willow, being a witch, acquires new and more powerful spells as the game goes on but is a total wuss when it comes to hand-to-hand combat. Xander is slow but fairly strong and picks up the best weapon of the game – a Super Soaker that fires Holy Water. And the Britpunk vamp Spike is well 'ard.

But of course it's el Buffo herself that's the star of the show. For most of the time it's her you'll be controlling and she makes a worthy heroine, delivering endless sassy one-liners as she merrily disposes of undead in familiar Sunnydale locations such as the high school, the mall, the cinema and, naturally, the cemetery. There's a handy Slayer's Guide in your inventory that provides all of the button combos for the various Kung Fu moves that our girl can employ, or if you prefer you can just randomly batter the ⊗ and ▣ buttons and see what happens. It's that kind of game, dead easy to pick up and play but more complex than first appearances suggest.

INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  Eurocom
- **PUBLISHER**
  Vivendi
- **GAME TYPE**
  Action adventure
- **PRICE**
  £49.99
- **ESSENTIALS**
  4 Players

DETAILS

- Play as five of the characters from the Buffy universe: Buffy, Spike, Xander, Sid and Willow. Mmm, Willow...
- Over 100 different fighting moves and loads of weapons.
- Five different multiplayer modes for 2-4 players.

BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS

BURN-ARD MANNING: You can set them on fire but they'll keep on coming. The undead are like that.

IMPACT POINT

When Buffy declares that she's off to the graveyard to go 'on patrol', we fell about laughing. Good level, mind and the first taste of proper fighting.

GILES PER HOUR: Buffy spends a lot of the time protecting both her friends.

BONNY TYLER: The subtle humour will have you in stitches. After you've slashed your wrists in despair, that is.

swords, axes, spades and throwing items like Holy Water and Hell Fire.

And it's not all fighting. Each level throws up a puzzle or two that while won't have you tearing your hair out in bewilderment, will at least add another dimension to a sturdy storyline. While much of the dialogue and quippery is so generally cheesy you could sprinkle it on a dough base and serve it as pizza, it's all provided by the real actors, so fans have got to be happy.

But that's the rub. Will gamers who haven't been bitten by the Buffy bug really care about *Chaos Bleeds*? Graphically it's neat and tidy, with solid and detailed environments and well executed character animation. It's also a lot of fun, with a healthy balance of combat, exploration and puzzle-solving. However, if the return of Kakistos and a test of wills between Ethan Rayne and The First means sweet sod all to you, you're probably better off trying the *Indiana Jones* game. **PSM2**

Chaos Bleeds will be out the week before Halloween, when the moon is full. Appropriately enough.

"WILL GAMERS WHO HAVEN'T BEEN BITTEN BY BUFFY REALLY CARE ABOUT THIS?"

We all know that just a good shoeing isn't going to send a vampire back to the 7th Circle of Hell, so you'll need to arm yourself with a sturdy piece of sharp wood, too. Stakes are in plentiful supply and after a little practice you can floor a neck-muncher with a few well-timed moves and stylishly peg them in the chest. For the tougher creatures like demons, gargoyles and nasty little ankle-biting spiders, you can use

INSIGHT

Giles, played by Anthony Stewart Head, lives in Bath, the same fair city as PSM2. We've seen him in Waterstones and down the local boozer and a friend of ours even does his dry cleaning – the vampire blood is a bugger to get out of his suits, apparently.

SLAY IT WITH POWERS

A big up to the developers for making some of Buffy's mates playable characters as well as the girl herself. More often than not it requires a collective effort from the gang to get through a level. How sweet. Each person has their own special way of fending off the dark hordes, although there's little difference in the way you execute their moves.

DAMIAN BUFF: Buffy's the best at hand-to-hand combat but still needs a stake to finish off monsters.

WILLOW TALK: The foxy witch has a clutch of spells. Here's a good old fashioned fireball.

XAND AND DELIVER: Xander flights like a drunken baboon, so it's best to use weapons.

SPIKE IT OR NOT: At this juncture in the Buffy timeline, sword-wielding Spike is a good guy.

ANGEL'S CHOICE

1 **INDIANA JONES AND THE EMPEROR'S TOMB**
A scrap-happy all-action adventure. Good stuff, Dr Jones.

2 **BUFFY: CHAOS BLEEDS**
Rucking aplenty with a plot like an episode from the TV show.

3 **TOMB RAIDER: THE ANGEL OF DARKNESS**
Don't touch it. Even with some else's DualShock 2.

PSM2 VERDICT

GAMEPLAY
+ Intuitive combat with loads of combos to learn.
- It's not particularly challenging, especially the puzzles.

GRAPHICS
+ Sunnydale is attractive and robust and the lighting is spot on.
- The character models are less than expressive in cut-scenes.

SOUND
+ The voice acting is provided by the actual stars of the show.
- Um, it's actually quite good. Except for the bad guy.

LIFESPAN
+ Multiplayer modes add longevity when the main event is over.
- There's little incentive to replay the single player adventure.

OVERALL
This no-nonsense beat 'em up based adventure will be fairly meaningless to non-believers but it's a tasty treat for Buffy buffs.

74

BUFF

OUT UK 3RD OCTOBER

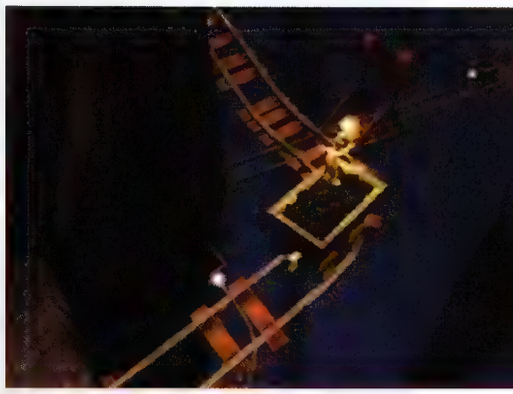
INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Frontier
- **PUBLISHER** Bam!
- **GAME TYPE** Platformer
- **PRICE** £39.99
- **ESSENTIALS** 1 player, DualShock 2, Memory Card

DETAILS

- You have to rescue the baby zoo animals that Feathers has kidnapped.
- Six different environments, 24 missions and 12 sub-levels to complete.
- You control Gromit.
- Wallace builds items like the banana gun, springy boots and porridge rifle.

CRACKIN' RESCUE, GROMIT: Your goal is to rescue the 'icle baby zoo animals that have been captured and stuck in cages.



GROMIT COMET: How am I meant to do that? There are 12 bonus levels, all involving precarious jumps. It's tough, but addictive.

WALLACE & GROMIT IN PROJECT ZOO

Patience is a virtue for Nick Park, and one that you'll need to play this.

REVIEWER: Kath Brice

They may not be the epitome of cool, what with their banging on about crackers and crumbly white cheese, but Wallace and Gromit carry a certain amount of kudos. You pretty much know that if Aardman's going to spend years making something, agonising over every flippin' frame, instead of sneaking in a computer and letting it do some of the work, it's going to be quality.

PENGUIN PULVERISERS: Feathers has roped in zoo animals to help. Luckily, Gromit has the use of weapons like turnip launchers.

It isn't too much of a shock then, that Wallace and Gromit's first game follows the Aardman tradition, and looks (as Wallace might say) 'cracking'. Its production values are sky high. All the voices and music are authentic, the pair look the spitting image of their on-screen squishy selves, and watching the cutscenes is like watching an Aardman short film, albeit a computer-generated one. There are hundreds of little details throughout the game that will make even the most closet of Wallace and Gromit fans grin like idiots, such as Gromit doing the doggy paddle when he swims, and the pair arriving in the underground at a stop called Red Leicester Square. Funny? You decide.

This is an unashamed platformer – you play as Gromit, collecting nuts and bolts, navigating tricky platforms and attacking enemies. The rich detail and unique touches keep you hooked, and the bonus levels, packed with some of the scariest (and narrowest) moving platforms you'll ever see, are hugely addictive.

Unfortunately, the controls are unnecessarily difficult. To do a double jump, you have to push left, then right on the analogue stick, then press ⊗. Why not just tap ⊗ twice? And while the left analogue stick usually moves Gromit, and the right controls the camera, go to shoot something in first-person mode and suddenly the left stick moves the camera and not Gromit. You can't un-invert the controls, and Gromit himself is a bit on the unresponsive side, feeling floaty and out of control at times. Added to this, the camera seems set to be a total bitch and often won't move around objects, forcing you to tackle things with it stuck resolutely in the wrong place.

It's a shame, because this could have been a great platformer. Instead, Wallace and Gromit in game form will be better remembered for their good looks – which isn't bad going for a cheese-obsessed old man and his dog. **PSM2**

It'll be with us in early October.

INSIGHT

- Shooting animation in single frames means that the models are moved 24 times to for one second of film. Wallace and Gromit's adventures use double frame, meaning the models were moved 12 times for each second.

FEATHER'S CHOICE

1. **JAK 2: RENEGADE** Also out shortly. The best character-action game (read 'platformer') ever.
2. **RATCHET & CLANK** It's got the looks, like Wallace and Gromit, but more importantly it's got the gameplay of a genius platformer.
3. **WALLACE AND GROMIT** It's a lovely-looking, old-skool platformer, let down by unintuitive controls and an unwieldy camera.

PSM2 VERDICT

GAMEPLAY
+ A challenging platformer with plenty of variety and nice touches.
- Not always clear where you have to go. Rock hard in places.

GRAPHICS
+ Everything looks lovely, with some incredible details.
- It could all be a bit too quaint for some.

SOUND
+ Proper Wallace and Gromit, including the theme tune.
- The chirpy tunes may begin to grate.

LIFESPAN
+ Each level takes a while to complete.
- There's little reason to replay it.

OVERALL
It's oozing with Aardman quality, from the looks to the humour, but there are a few too many problems. One for Wallace worshippers only.

69

WENSLEY-HELL

FREE STUNT CAR

Claim this amazing full remote control, rechargeable stunt car absolutely FREE when you join Special Reserve for £7.50!

No strings attached and no purchase required.
Over 600,000 people of all ages have joined SR.

OUR BEST OFFER YET

£7.50 membership fee gets you all this:

1. SR Club Mag subscription for one year.
2. Choose any SR Gift FREE when you join.
3. Gameaday - win any game, every day.
4. Save five Reddies* for another SR Gift.
5. Internet prices, even in our Shops.
6. Cheats, Walkthroughs and Chat online.

INCLUDING 1 YEAR SR MAG SUBSCRIPTION

PLUS 1000 BIG SAVINGS

Up to 80% off our top 1000 offers. Prices and products are shown in the SR Club Mag and online at any SR site. e.g. UKgames.com. Or phone 0870 725 9999. Remember - *PRICES INCLUDE FREE DELIVERY.*

PLUS MASSIVE CHOICE

Games galore, Consoles, Computers, Laptops, PC Components, Monitors, Printers, Ink, RAM, Leads, Gadgets, Cameras, Mobile Phones, DVD Players, MP3 Players, Offers, Bundles, Clearance Lines and more. ALL at stunning prices, many at *BELOW TRADE PRICE.*

PLUS BIG DISCOUNT SHOPS

Brimming with stock and bristling with offers. SR Members get internet prices, even in the shops. Every Special Reserve shop has a PC Repair and Upgrade section manned by technicians to advise you, and there's 0% finance on purchases over £250.
PART EXCHANGE AND PRE-OWNED GAMES IN-STORE.

PLUS INTERNET SITES

The Special Reserve Discount Network includes over fifty specialist internet sites. Thousands of people visit our sites each month for chat, cheats, news, reviews, competitions and FREE internet services such as FREE web hosting or fun e-mail. Try it now at UKgames.com.
WIN ANY GAME EVERY DAY AT GAMEADAY.CO.UK!

*One Reddy Voucher FREE with every item over £5. Save five Reddies for any FREE gift. All offers subject to availability. Errors and omissions excluded. Inter-Mediates Limited.

Staggering fact: Over 500,000 People visit the Special Reserve internet sites every month!

The red car is shown at actual size (66 mm). Wheels are about the same size as a 2p coin. Colours may vary.

FREE

Buy a second car on a different frequency for £9.99!

CHOOSE ONE FREE

Claim any FREE GIFT when you join SR or save 5 Reddies*

FREE Remote Control Stunt Car (shown above).
Full function remote control. Rechargeable. Goes like a rocket. Front axle spins 360°. Rollover slam stunt. Super-wheelies. Spinning action. It even works upside down. Can you master it? Car size: 66 x 58 x 53 mm.
Delivery is FREE on this item. Four frequencies available.

or

FREE Dual Shock Controller for PS2 & PSone.
High quality dual shock controller featuring all the usual buttons plus macro programming.
Delivery is FREE on this item.

or

FREE Dance Mat for PS2 & PSone.
Ideal for top games like the Dancing Stage series (available from SR). Step on the pads to control any game you like. Massive fun, hugely popular.
As this is a large FREE item, please add £3 for delivery.

or

FREE Dual Shock Steering Wheel for PS2 & PSone.
Top Drive GTO Dual Shock Steering Wheel with analogue buttons plus Formula 1 style gear shift paddles.
As this is a large FREE item, please add £3 for delivery.

or

FREE DVD Remote Control for PS2 (not shown).
Delivery is FREE on this item.

HOW TO JOIN SR FOR £7.50 & CLAIM YOUR GIFT

Phone: **0870 725 9999** or Fax: 0870 725 9988
Online: **SpecialReserve.com** or UKgames.com
By Post: Special Reserve P.O. Box 847, Harlow, CM21 9PH
(Cheques payable to 'Special Reserve'. Please state choice of gift)
Or visit any **Special Reserve Discount Store**

Chelmsford - 43 Broomfield Road (near Bus Station) - 01245 348777
Egham, near J13 off M25 - 168 High Street - 01784 473444
Basildon - Festival Leisure Park (nr A127) - 01268 287776
Bristol - 351 Gloucester Road (A38) - 0117 924 5000
Upminster, Essex - 209 St Mary's Lane - 01708 225544
Nottingham - 164 Derby Rd, Stapleford - 0115 949 1000
Sawbridgeworth, Herts - The Maltings, Station Rd - 01279 322399

Special Reserve
Discount Network
SpecialReserve.com

WE SELL TO EVERYONE, BUT MEMBERS GET MORE

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Hudson
- **PUBLISHER** Konami
- **GAME TYPE** Racer
- **PRICE** £39.99
- **ESSENTIALS** 1-4 Players, DualShock 2, Memory Card, Multitap

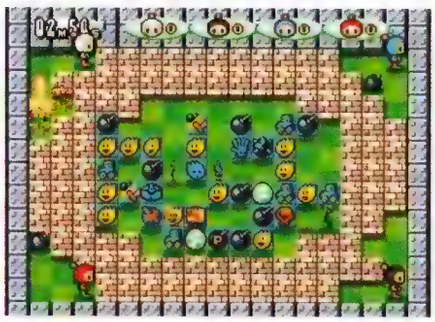
PlayStation 2

DETAILS

- There are 16 circuits to compete on, and five playable characters
- 15 kart-related mini-games for 1-4 players
- Includes the original *Bomberman*. Thank God

OUT UK now

BLACK ON TRACK: By far the coolest of the karts has to be this one. But, despite its looks, it still chugs around the track in slo-mo.



HE BANGS: If you've never played *Bomberman* you're missing out. Get a Multitap and four mates – it's the highlight of this package.

BOMBERMAN KART

Blast action hero? Not likely. This run of the mill racer fails to provide any fireworks.

REVIEWER: Nick Ellis

Kart racers, you've gotta love 'em. *Super Mario Kart* on the SNES remains one of the finest games ever made, and anyone who ever owned a PS1 should recall with fondness both the masterful *Speed Freaks* and the quite superb *Crash Team Racing*. PS2 is sadly bereft of quality cartoon car capers, save the thoroughly underwhelming *Super Bombad Racing* and several Nickelodeon-licensed lumps of nonsense, so it's doubly disappointing that *Bomberman Kart* is so lame on the racetrack.

Where are the outrageous jumps over pools of molten lava or green gunk? Where are the 50ft leaps of faith from cliff tops, or hyper-fast surges through the field, thanks to thermonuclear power-ups? Not here, guv. The comparison that springs to mind is with the first few hours of *Gran Turismo*, when you can only afford to drive an unmodified Yaris around the easiest of circuits, and success only comes with adhesion to the racing line. Dull tracks, slow cars, unimaginative weapons, faceless characters; *Bomberman Kart* ain't exactly knockabout fun.

Or at least the 'Grand Prix' element isn't. The title's saving grace comes in the form of a plethora of kart-based mini-games. There are over a dozen of them and for two to four players they include everything from the standard Battle mode to a little football game. The majority provide a pleasant way to waste away a few hours with your mates, but we'd rather be getting our multi-player kicks out on the track.

There are also a number of solo challenges, and these we like a lot, despite them providing only passing distraction. One of the best is Jump Bomb. Basically, it's the ski jump event, but in a kart. You propel yourself down a long slope using the boost pads in the floor, before launching yourself off the lip at the end of the ramp. Once airborne, you have to get the little driver to flap his wings by rhythmically tapping ⊗ at the appropriate time. Achieve over 750 metres, and you can move up a level. It'll keep you occupied for a good half hour.

In addition, you get the original *Bomberman* game tacked on to the front end which, to be fair, is a cracking little number. But forty nicker for a collection of party games and a sub-standard racer? No thanks. **PSM2**

In the shops this November.

TAKING A FLAP: The Jump Bomb mode is a pleasing diversion even if the rest of the game is crap.

INSIGHT

- The Super Bomberman was actually a research project conducted by the Japanese space agency in the late 1960s, when they were looking for an effective means of defence against an army of Venusians they believed could attack. Konami then nicked the idea.

MS.DYNAMITE'S CHOICE

1. **CRASH TEAM RACING** Inspired PSone game that's still brilliant. Yours for a fiver if you shop around.
2. **BOMBERMAN KART** Insipid racing, but redemption comes in the form of a host of jolly multiplayer mini-games.
3. **STAR WARS: SUPER BOMBAD RACING** The Force is cute in this one, but not strong. The Episode One of karters.

PSM2 VERDICT

GAMEPLAY
+ Heaps of mini-games, and the original *Bomberman*.
- The racing aspect is too dry, too dull and too slow

GRAPHICS
+ There are some neat slipstreaming effects.
- A total lack of spice in the track design.

SOUND
+ Passable petrol-powered rumblings and adequate explosions.
- Plinkety-plonky haemorrhage-inducing music. Stop it, please.

LIFESPAN
+ The multi-levelled mini-games add considerable longevity.
- You're unlikely to want to pursue a karting career.

OVERALL
PS2 would greatly benefit from a quality kart racer, but this just doesn't do it. The racing is devoid of excitement but the mini-games ignite a little interest.

51

UNEXPLODED

OUT UK OCTOBER

BOXING CHAMPIONS

Heavyweight boxing action at a Flyweight price? Have you got concussion there, chief?

You've got to feel sorry for Boxing Champions and that's not a great starting point, even for a budget game. It's a pity, because (seconds out) *BC* comes out fighting. The new kid's got chutzpah. At £14.99 it's light on its feet and back at the Midas gym you can tell it shadow-boxed up a storm.

This obviously Japan sourced game looks decent enough, if a little graphically sparse, and offers a trio of beat-'em-up modes (a quartet with Practice) that literally pull no punches.

PEEK A BOOM: Stop fannying around and land nim one, right on the kisser. He won't weave around like that for ever you know.

INFO

- **DEVELOPER** Midas
- **PUBLISHER** Midas Interactive
- **GAME TYPE** Platform Adventure
- **PRICE** £14.99

DETAILS

- Three Modes: Versus Tournament and Survival
- Eleven fighters. Three flyweight, welterweight and heavyweight plus two bosses.

And once you've tweaked the difficulty, timer, number of rounds, you've pretty much got *Boxing Champions*' number. As a single player experience the game is fine but as Muhammad Ali has probably never said, 'fine don't butter no parsnips'. No, *BC* comes into its own as a two player, post pub kebab accompaniment where personality and inter-player rancour gives the art of face rearrangement some welcome depth.

From a basic palette of jab, straight, hook, uppercut and body blow it's possible to bring 'game' creating combos, feinting and the like. It's intuitive, nicely animated and not hard to have fun.

But just look at BC's opponents. OK, so *Rocky*, *Knockout Kings 2002* and *Ready 2 Rumble Round 2* may technically be full priced titles but shop around and you can get a better game at a cheaper price. Could have been a contender? Perhaps, but on a game Vs game basis *Boxing Champions* is outclassed. **PSM2**

Fancy a pasting? Grab BC this October.

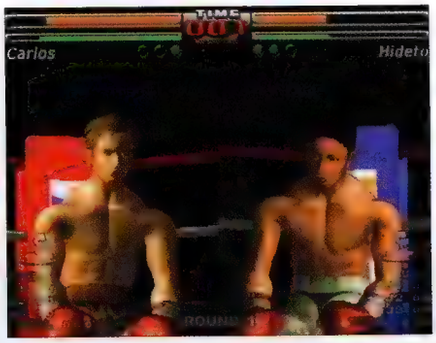
OVERALL

As a budget brawler this is entertaining but in the real world second hand copies of *Knockout Kings* knock its lights out.

40

GLASS JAWED

ON A STAGGER TIP: Your opponent's distracted. Time to wallop him in the kidneys 'til he's out for the count.



HAMMERED TIME: Bash the buttons between rounds and you'll recoup a bit of your stamina. Well, your fighter will. You'll be knackered

OUT UK OCTOBER

BIONICLE

Do you know your Nui Jaga from your Bohrok from your Turaga? Well step right this way...

Ah, dissing things you are entirely too old to know anything about. One of life's guilty little pleasures. Only you won't find any of that here. Oh no. Bionicle is an exclusive domain centred around pseudo Polynesian mumbo jumbo and curiously un-lego (i.e. not blocky) organic looking action figures. But PSM2 has done its homework, so come on in, the ferry for Mata Nui's just leaving.

Although Bionicle's design and plot is a new departure for Lego, it makes for a deeply traditional platformer experience – yes, you've got to collect scores of sparkling objects strewn across themed 'worlds'. Each of the Toa Nuva has a specific area of the island to protect and power to use. Kopaka Nuva lives in a snowy region and has a snowboard (it's probably called Chaka Khan or something, mind). Meanwhile, Tahu Nuva lives in a volcanic region, Gali Nuva protects the watery areas of the island and so on.

Sadly, the variety that comes from the warriors' individual skills (the ability to snowboard, surf etc.) and environments is undermined by controls which attempt to be forgiving for younger players, but merely end up feeling woolly and imprecise. Add to this the warriors' energy attack that requires long-winded recharging and it's hard to imagine love of Bionicle alone saving the day, especially with the superior likes of *Ratchet* and *Jak* (and even *Crash*) available for less... **PSM2**

Bionicle is kicking plastic ass in shops now.

SWORD 'N' BOARD: There is a decent stab at variety. One world has you snowboarding. Another, swimming. Another flying...

INFO

- **DEVELOPER** Argonaut
- **PUBLISHER** EA
- **GAME TYPE** Platform Adventure
- **PRICE** £39.99

DETAILS

- Six 'worlds' based on Bionicle's heroic Toa Nuva characters, Tahu, Pohatu, Lewa, Gali, Onua and Kopaka Nuva.

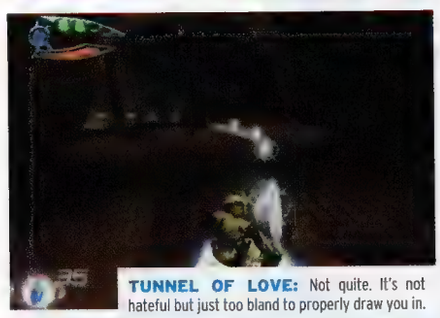
OVERALL

Lego's Bionicle series is a perfect videogame candidate but this is too hard at times for the very youngest gamers it's probably courting.

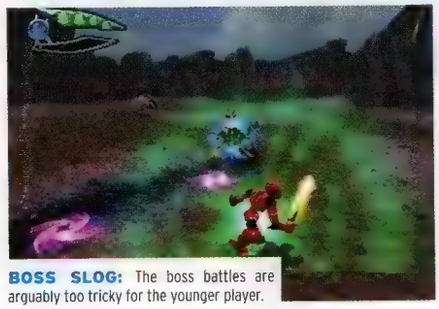
38

BLOCKED

MR LAVA LAVA: Themed worlds? In a platform adventure? What will they think of next?



TUNNEL OF LOVE: Not quite. It's not hateful but just too bland to properly draw you in.



BOSS SLOG: The boss battles are arguably too tricky for the younger player.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Outrage
- **PUBLISHER** THQ
- **GAME TYPE** Action
- **PRICE** £39.99
- **ESSENTIALS** 1 Player, Memory Card, DualShock 2

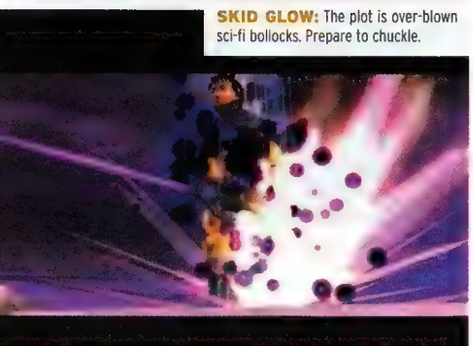
DETAILS

- Morph between three different fighting styles (melee, gun and stealth)
- 13 sword attacks, plus eight in stealth mode.
- Five power-ups, three sword upgrades and three gun upgrades.
- Entire world made out of living plastic
- Features Making Of, and Promo trailers on disc.

OUT UK OCTOBER

ALTER ECHO

LIGHTNING THE LOAD: You never tire of letting a major attack fly.



SKID GLOW: The plot is over-blown sci-fi bollocks. Prepare to chuckle.

If Enter the Matrix played with your head, then this'll chew it to mush.

REVIEWER: Stephen Daultrey

As any citizen of 16th century England will kindly tell you, if it can't be explained by science then it must be magic. Pop back in a time machine in your Mazda MX5, and you'll find yourself strapped to a stake and enduring the same heated fate as a Zinger Tower Burger. On such evidence, the folk of *Alter Echo* would probably be toast the millisecond they set foot out of the Time Displacement Module. These futuristic, so-called 'Shapers' can bend time, and – get this – in their universe, there's a planet that not only talks and thinks, it tailors special fighting suits out of 'plastic' flesh. Villagers, stoke those fires, heretics comin' through...

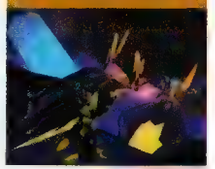
As you might have gathered, *Alter Echo* is weird. But only in concept, mind - in gameplay, it's anything but. Instead, and rather surprisingly, *Alter Echo* plays out as a fairly typical action-led space adventure with a few intriguing twists and some of the most gloriously incandescent visuals ever to flash forth from a PS2 disc.

It's 2850 and you star as Nevin, a Shaper named for his ability to mould the galaxy's most precious resource MultiPlast into life's essentials. This allows you to morph between a warrior of three disciplines – a sword-wielding mentalist, a bulky, gun-toting soldier and a stealthy, amphibian-like assassin. He is also gifted with the unique ability of freezing time (see over there), which can be used to dice up static enemies through a reflex-testing mini-game. And guess

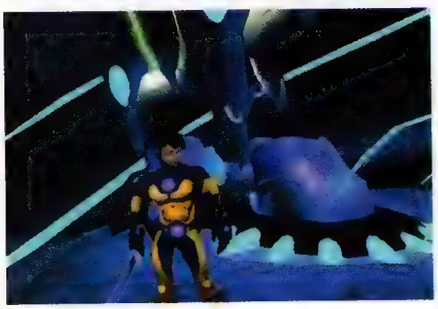
"IT PLAYS OUT AS A TYPICAL ACTION-LED SPACE-ADVENTURE WITH A FEW TWISTS"

IMPACT POINT

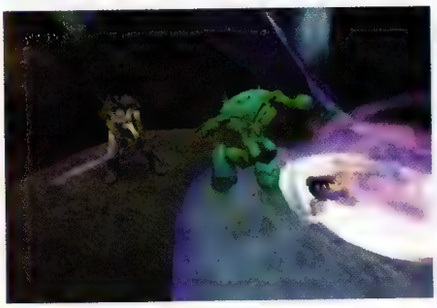
If you're concerned about fighting this battle alone, you needn't be. On your travels, you soon hook up with corporate soldier Arana who, aside from being a bit tasty, is pretty mean with a sword. For a while, you get to roast Drones as part of a duo, which certainly makes life a tad easier. Further along you also meet up with Stome, and he's even harder. That Paavo won't know what hit him. Twat.



GUNS ON THE RUN: The gun mode makes a change from the more hand-to-hand combat but, ultimately, it's less satisfying.



SUIT OF ALL EVIL: Yes, that's the magic MultiPlast suit that makes it all possible. Is this the most far fetched game plot ever?



SUIT TO KILL: All that suit and talking planet business is just a cover for a clever (but hardly ground-breaking) scrolling beat-em-up.

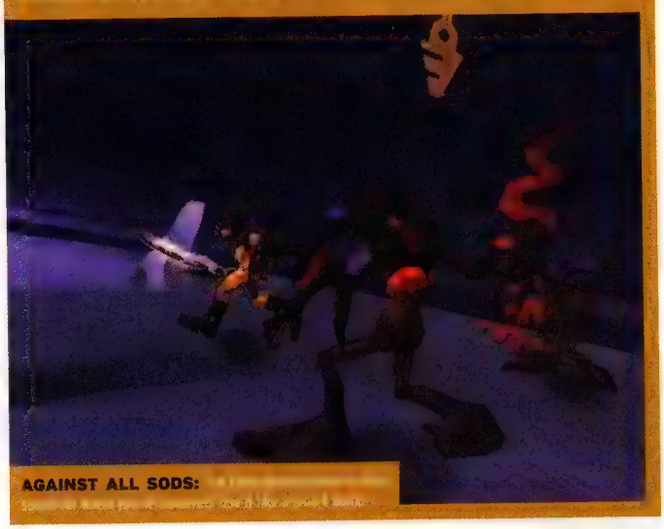
WHEN TIME STOOD STILL

Time Dilation can be performed upon collecting a sufficient number of magical orbs. Once triggered you freeze time and navigate an icon across a grid which must be timed with a moving bar at the bottom of the screen. The longer you keep going the faster the bar moves. Get to the end of the sequence without a mistake to unleash the maximum attack possible.

ARC DE TRIOMPHE:

MULTISLAYER MODE:

STAR SEE 'N' CRUTCH:



AGAINST ALL SODS:

INSIGHT

The chief evil dude is Paavo. To defeat him, you first have to fight his armies of spindly Drones. These dudes range from the punchy Stone Drones and annihilistic Gun Drones to the magical Witchdoctors and the knife-wielding Kess. Simple, eh?

"IT OFFERS INVISIBILITY BUT THE STEALTH MODE IS CRAP"

who gave him all these goodies. Yep, that's right. The planet. It talks, see....

Employing the large gun and its subsequent tactics can be fun. Holding L2 blocks incoming attacks, so when you're faced by a gun-toting' trio of Drones evading and returning fire is a delicate case of perfect timing. The sword slashing debauchery is more reminiscent of *Devil May Cry*, with arthritic fingers the most likely result of the button mashing as you try to outwit troublesome drones with a variety of combos. As for the stealth suit, well that turns you into a frog with the ability to whip foes with a stretchy, Gene Simmons-like tongue. Even better, it offers temporary invisibility. Those aside, the stealth mode is, well, crap.

This suit-switching business is similar to the customisable eye of *RTX Red Rock* and, at times, it's just as awkwardly implemented too. In the heat of battle, swapping outfits can be a pain in ring. One second you're firing guns from afar, the next you're having your cranium bludgeoned by an acrobatic Drone. So you frantically switch to the sword mode, except it goes to stealth mode, and well... Trust us, it's fiddly. The annoyances are further compounded by an unintelligent manual camera that follows Nevin too closely and prevents you from identifying dangers ahead.

The '*Echo*'s selling points are its unusualness and intensity. This game is dressed up in a glorious outfit of psychedelic colours and meandering, texture-rich environments. Even Cronenburg would find it hard not to impressed by its acres of spacey weirdness. Add in some fast-paced battles and the epilepsy-inducing reflex tests and you've got a product guaranteed to sap eyes of essential fluid. Unfortunately, despite its attempts at something different, there's not really enough here to raise *Alter Echo* above the scores of other action-fuelled fighters already on the market. In fact, despite it's eye-bleeding colours it's a tad too bland, if the truth be known. Style over substance? 'Fraid so, spaceman... **PSM2**

Alter Echo beams down into shops in October.

ARMED LARD: In your bulky clumpy guise you have all the fire-power but you're about as nimble as Bigford Von Smalls.

SWORD AND MASTER: Far more fun is the more normal melee mode where you effortlessly swish lightsabre combos about.

LIGHTYEAR'S CHOICE

1 **DEVIL MAY CRY**
Gorgeously gothic action blast that continues to defy time and age. It's even better than its sequel.

2 **ENTER THE MATRIX**
Equally mind-baffling sci-fi frolics based on the disappointing blockbuster.

3 **ALTER ECHO**
Spacey in more ways than one. A decent action game, nothing more, nothing less.

PSM2 VERDICT

GAMEPLAY
+ Blistering action and nice 'time dilation' games.
- Quite repetitive and switching suits is fiddly

GRAPHICS
+ Staggeringly beautiful scenery, excellent explosions.
- Confusing camera.

SOUND
+ Generic hip hop and techno.
- But it's nothing original.

LIFESPAN
+ A good difficulty level enables steady progress.
- No multiplayer and too samey for long-term fun.

OVERALL
A visually pleasant space outing with an interesting time trick. That said it's not quite as original as it thinks it is or as you want it to be.

66

SHAPELESS

OUT UK NOVEMBER

INFO
- CODE TESTED: PAL (UK)
- DEVELOPER: Sony Online Entertainment
- PUBLISHER: SCEE
- GAME TYPE: Role-playing game
- PRICE: £39.99 (plus £10 per month subscription fee)
- ESSENTIALS: 1 Player, Network Adaptor, Memory Card, DualShock 2, USB Keyboard (optional)

DETAILS
- Persistent, constantly evolving online world.
- Thousands of real players online at once.
- Group-based combat.

KNIGHT ON THE (REP) TILES: The game is full of game-controlled enemies as well as other real adventurers to battle with.

NAME ACADEMY: Choosing a unique name is one of the hardest bits. After all, you're going to lumbered with it for months.

EVERQUEST ONLINE ADVENTURES

Don your Cloak, sharpen your Stick Of Poking +5 and follow us...

REVIEWER: Adrian Lawton

Right. Let's be clear from the off *Everquest*'s an *online only*, subscription-based game. So if you're not prepared to get Broadband-ed up and cough up a tenner a month to play (in addition to your BB fees), turn the page now. *Online Adventures* is PS2's very first Massively Multiplayer Online Role Playing Game; a persistent online RPG where up to eight thousand players can participate simultaneously. OK, so it might look crap, but it's a new frontier for console games, trust us. Think of it as a Wild West pioneer, but with pointy ears and clowns' shoes.

Get past the shabby graphics, and pay to play outrage and *EQOA*'s massive and engrossing world can easily suck you in. Once you've created a character (from the nine races and fourteen classes available) you're cut loose in the vast continent of Tunaria and you'll begin to get a feel for the scale of things. The completely open-ended structure means you can wander anywhere in the game's hundreds of virtual miles of (poorly textured) land. Run from SCEE's servers and updated regularly, *EQ* offers a constantly growing number of quests. But with low hit-points and weak equipment to begin with, you'll last about as long as Hear'say if you head out alone. You need to find some friends quickly.

Meet and buddy up with a group of up to four people, then it's time to get questing. A good mix of skills is useful – an effective group will contain both close-quarters combat specialists, plus weaker magic users who can stand back casting spells. Shared loot and experience points are the spoils of your kills. Next comes the forming of Guilds, larger communities where you can share mails, quests and trade items.

KRAKEN ONE OFF: The game settles into the routine of wandering about looking for something to kill. And then killing it.

In practice, the turn-based combat's pretty dull and the quests involve simply duffing up monsters to level up, but it's the teamwork and exploration aspects of *EQ* that appeal. It creates a spirit of camaraderie that keeps you coming back, and because it's always evolving, there are always new quests and items to uncover; new (real) people to meet, trade and share with, and so it's different each time you play.

It's just a shame about the monthly fee – play for a year and you'll have spent £120... It won't satisfy quick-fix action fans either, requiring terminally unemployed levels of spare time, but if you're in the market for some old fashioned sword 'n' sorcery and you've a few months to kill, *EQ*'s is ultimately worth the cash you'll have to stump up for the privilege. PSM2

Everquest rolls out in the UK this November

INSIGHT

- Launched on PC in 1999, Everquest is the most popular online RPG to date, with over 500,000 subscribers worldwide. Some addicts have spent so long playing that they've become wealthy by plying their goods for real world cash.

CONAN'S CHOICE

1. **FINAL FANTASY 10** Square's epic is still the king of the RPG's. Big, beautiful and brilliant, despite the random battling.
2. **DARK CHRONICLE** Life-sappingly engrossing. A delicious slice of role-playing genius.
3. **EVERQUEST ONLINE ADVENTURES** A consuming online experience let down by shabby graphics and dull combat.

PSM2 VERDICT

GAMEPLAY
+ Vast areas to explore, great social gaming
- Dull combat and repetitive quests

GRAPHICS
+ We're sure it looked great in 1999.
- Compare this with *Final Fantasy 10*.

SOUND
+ Suitably dramatic score in places.
- Too quiet all too often.

LIFESPAN
+ Absolutely, staggeringly massive.
- You can play for hours and literally not achieve anything

OVERALL
A living, breathing online world and the first of it's kind on PS2. Very clever but far too niche for most people's tastes. And it's £10 a month.

70

PLODDING

WAR IS COMING!

You'd better be prepared...

FREE STUFF!
48-page XIII comic, sweets and the chance of winning £5,000 INSTANTLY – all in the bag!

Read the world exclusive review of *Medal Of Honor: Rising Sun* only in

PlayStation®2
OFFICIAL MAGAZINE-UK

PLUS! 12 ALL-NEW PLAYABLE DEMOS!

- Jak II: Renegade
- Conflict: Desert Storm II
- Prince Of Persia: The Sands Of Time
- Beyond Good & Evil
- The Italian Job: LA Heist - Two Demos
- Freestyle Metal X
- My Street
- Rolling
- Judge Dredd: Dredd Vs Death
- IronStorm: World War Zero
- Disney's Extreme Skate Adventure

AND! Medal of Honor: Rising Sun and FIFA 2004 videos!

***OPS2* is NOT just another games magazine!**

PlayStation®2
OFFICIAL MAGAZINE-UK

ISSUE 39 ON SALE 3 OCTOBER

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Capcom
- **PUBLISHER** Capcom
- **GAME TYPE** Role Playing Game
- **PRICE** £39.99
- **ESSENTIALS** 1 Player, Memory Card, DualShock 2

PlayStation 2

DETAILS

- Scenario Overlay system.
- Distinctive graphics style (this being the first BOF on PS2).
- Ant colony side quest PETS that enables the player to set traps and decoys outside of the immediate battle arena.
- No random battles.

COST BOYS: The attack system is very similar to that found in *Xenosaga* where action points limits how much you can do in a turn.

HITS 'N' PIECES: Because the monsters are always on screen, you can get a first strike in before combat properly kicks off.

OUT UK OCTOBER

BREATH OF FIRE: DRAGON QUARTER

What's that stench? Seems like Ryu's been eating too many chilli peppers.

REVIEWER: Kim Wild

Having resided mainly on Nintendo systems and the PS one it's finally time for the long established series to receive a next generation update. *Dragon Quarter* may seem like a *Breath of Fire* game but closer examination reveals that the contents are from another species altogether...

Ryu is a Ranger who lives underground, where the sky has become legend and the air quality is, well, very poor indeed. After meeting Nina, a mysterious girl with wings, and rebel Lin, he discovers his 'dragon abilities' and embarks on a quest to reach the surface again.

This new game finally abandons random battles so attacking first is essential to get an advantage. Also it features it's own unique PETS system of combat, which allows you to distract the enemies with bait or set traps for those that are harder to defeat. Each character has an allocated number of AP, enabling players to perform a string of combos and skills. It's an ingenious system, making the game all the more enjoyable for its depth. Unfortunately, Ryu only has the use of one dragon transformation which disappoint fans. Also should the D-Counter reach 100% before the game has finished then it really is Game Over. While we understand the logic behind this, not being ever able to reduce the D-Counter seems harsh.

Another bone of contention revolves around the difficulty level and the saving system. This is a very tough game and there will be several hours of using the 'Give Up' function before you can really get into the swing of things. Saving can only take place if you possess a save token so it's not uncommon to replay certain areas of the game repeatedly simply because you couldn't find one. Yet another new feature is the Scenario Overlay system. Replaying the game unlocks new sequences to enhance the storyline which encourages repeated play (although this also happens even if you just restart the game before before you've ever finished it) and should you ever need to start again at least you retain skills and weapons gained up to that point.

Faults aside, we did find that *Dragon Quarter* is a rewarding experience mainly down to the innovative battle system and those that relish a challenge will enjoy what's on offer here. Shame that it's lacking the mass appeal and instant fun of the likes of *Dark Chronicle*. **PSM2**

BOF: Dragon Quarter is out October

CATCH POINT: You can also set traps for the monsters if you're quick.

INSIGHT

- The music is composed by Hitoshi Sakamoto and Yasunori Mitsuda. Sakamoto is the man behind the score for *Final Fantasy Tactics* and *Vagrant Story* while Mitsuda is famous for working on *Xenogears*, and *Chrono Trigger* among others.

RYU'S CHOICE

1. **DARK CHRONICLE** Not only expertly designed but absolutely massive.
2. **KINGDOM HEARTS** Disney and Square unite to create a surprisingly enjoyable adventure.
3. **BREATH OF FIRE : DRAGON QUARTER** Incredibly tough, demanding game that becomes compulsive once past the first few hours.

PSM2 VERDICT

GAMEPLAY
+ Unique battle system and interesting storyline.
- Tough and unforgiving. The save system causes frustration.

GRAPHICS
+ Attractive cell shaded environment.
- Close-ups of characters and dungeons aren't too impressive.

SOUND
+ A decent soundtrack accompaniment.
- No voice acting – except for the dragons.

LIFESPAN
+ 30 hours but scenario overlay system encourages replays.
- Not the longest of RPGs, but incredibly challenging.

OVERALL
A decent installment with an enjoyable and inventive battle system. It's difficulty level means that it's not for the faint-hearted.

70

FLAMING TRICKY

OUT UK now

HARDWARE ONLINE ARENA

Death, destruction and insults await online in Sony's military... um... tank battler.

After a low-key launch and a dearth of titles to tempt punters into parting with their cash for the Network Adaptor, SCEE's finally starting to bolster its online portfolio. What with *Everquest* and *Hardware* – a network car combat game from the team that bought us *Dropship* – both reviewed this month, things are beginning to look brighter for PS2 online. Sort of.

As a stand-alone game *Hardware*'s a bit on the slender side, with only five arenas and only two real vehicle types (cars and tanks) to choose from. Up to 16 players can compete in four game modes – straight Deathmatch, Team Deathmatch, King Of The Hill and Team King Of The Hill – and battles are frenetic and fun for a while.

A primary weapon's always available, but secondaries require picking up power-ups that litter the arenas. It's all pretty simple 'drive-shoot-kill-respawn' stuff, enhanced by the use of the *SOCOM* headset to allow voice communication between players. Even if this does usually consist of salvos of obscenities being fired across it. At least it let's you know that's no AI you just pasted.

However, due to its shallow nature *Hardware* becomes repetitive quickly, so we're pleased that Sony has seen fit to release it at a budget price and packaged with the Network Adaptor as an alternative. Good fun while it lasts, but certainly not the online revolution we're waiting for. **PSM2**

Hardware will be flagging ass and damaging your eardrums in our November.

INFO
- **DEVELOPER** Sony London Studio
- **PUBLISHER** SCEE
- **GAME TYPE** Car combat
- **PRICE** £24.99/£39.99 (with Network Adaptor)

DETAILS
- Up to 16 players online.
- Five large arenas to choose from.
- Four game modes cover all the usual options.

OVERALL
Decent, if somewhat slimline online combat enhanced by the chance to shout at people via the headset. Short-lived budget fun.

68
FRACTIOUS

TANKY PANKY: The name of your enemy is shown above their craft. That way you can single out someone to be especially mean to.

DUST A BLOOD VESSEL: It looks good (better than it's *Dropship* origins) but its simplicity stops you playing prematurely.

SPARE FIRE: Drive over power-ups to equip them then fire at anyone who drives by. That's it. That's the whole game.

OUT UK now

YU-GI-OH! DUELLISTS OF THE ROSES

Hey kids – your favourite cartoon property meets school history lessons! What could be better, eh?

Astonishing. This latest installment of Yu-Gi-Oh! videogamery isn't probably what you're expecting. Well, maybe; it's a card-based battle game, after all. But Konami are either bereft of inspiration and have no idea what to do with Yu-Gi-Oh! anymore, or they've just said 'screw this, let's *really* mess with the kid's heads'.

You see, this is based on the War of the Roses. Yeah, the real one. You know, white roses, red roses, Yorkshire, Lancashire... but mixed up with the Yu-Gi-Oh! mythology and characters. It's frikkin' weird, basically, and we can't begin to understand what led to this unlikely scenario.

But unpalatable stew of oddness aside, things are much more predictable. The aim of the game is to summon monsters from your hand (because they're like, cards, see) to a seven-by-seven board, in order to embattle enemy beasts. There's a convoluted scissors-paper-stone dynamic at work, with loads of combinations, and if you're new to the the whole Yu-Gi-Oh! scene you're likely to be extraordinarily baffled (with over 680 monsters to summon there's plenty to think about, even if you are only 12).

Thankfully, an excellent (if long-winded) tutorial spells it all out, but at the end of the day, this is really just one for the fans. And if they fancy a history lesson along the way, so much the better. Crazy, odd and not very good. **PSM2**

Yu-Gi-Oh is [illegible] now Hardnet

INFO
- **DEVELOPER** Konami
- **PUBLISHER** Konami
- **GAME TYPE** Strategy
- **PRICE** £29.99

DETAILS
- 680 monsters to summon. Grargh! Cough.
- Capture special 'Rose' cards to win.
- Based on reality! Ish.

OVERALL
Decently strategic card-battling wrapped up in the weirdest scenario ever. Not bad, but almost certainly too opaque for the newcomer.

62
UNHINGED

BOARD TO TEARS: If you took away all the (bright pink) graphics you could play this with a pack of real cardboard cards.

MARK AND CARD: Looks complicated? That's because – for a card game aimed at children – it *is* bloody complicated.

MAP DANCER: Journey the world erm... having battles with cards... Look if you're a big Yu-Gi-Oh! fan you'll love it. But if not...

OUT UK NOW

NAVAL OPS: WARSHIP GUNNER

E4... Miss... G9... Miss... Naval Ops: Warship Gunner... Hit!... Almost.

REVIEWER: Jonathan Bryant

Flank speed ahead!", "Steady on number one, she's bouncing about like a pea on a drum!", "Woop, woop, woop!"... No other game this month has called down such a level of passing quips. And rightly so, it's a bizarre, misshapen spug that deserves to have fun poked at it. It's ugly, it's odd and yet... We kinda like it.

Visually it's definitely not anything that'll float your (erm) boat. The graphics out on the ocean are serviceable but dull. The ships catch fire, they smoke, the cannon shots explode nicely and everything bobs along at a reasonable pace. It's just that, once the mission's over and all the fireworks have fizzled out, you're left with screen after screen of stale and clunky menus. Ideal for wannabe admirals but that's about it.

To start with you'll find yourself limited by tech levels and a lack of funds but, as the victories increase and the cash comes rolling in the more you get to play with.

Ship advancement happens on two levels. First there's the tinker heavy parts upgrade system where you can either build a new boat from scratch or improve the abilities of your existing vessel. There are also four levels of difficulty measured out via the different nations you can play as: Japan, America, Britain and Germany. We hastily went for the British option, at the tougher end of the scale, and found ourselves dealing with weight issues thanks to the lighter but more maneuverable hull designs. Which is where the second part of the upgrades came in. Initially you're tech level is dead low meaning you only have access to certain parts in the port markets. Win battles, invest experience points and you'll suddenly find that all important Mk3 Turbine up for grabs – essential for our crap ship that instantly began to limp as soon as we loaded it with depth charges. Trick is to balance the parts you buy against the power and weight of your vessel in an *Armored Core* kind of way. That doesn't excuse the unattractiveness, but it does mean there's a hell of a lot to get involved with. And the great thing is that every alteration you make on the set-up has a direct effect on your little model ship out on the crumpled blue sheet Koei call 'the sea'.

Move your smoke stacks about, add some triple barrelled forward guns and they immediately appear on your ship when you launch it. Go up against subs and your newly installed sonar starts to ping helping you target those all important depth charges. Not only that but each weapon upgrade has an immediate effect on factors like range and power. Take these things into account and, despite the grotty looks, it's hard not to get into or enjoy the strategic elements they kick up. So, while you might be tempted to poke fun at *Naval Ops*, just remember that it'll come sit on you if you do. And with this weight of gameplay, that's something you really don't want to happen. **PSM2**

Naval Ops'll be gunning for your love at the tail end of this month

SHIP CHARRED: As your funds increase you can buy in new battleships and equip them with the best weaponry.

BOAT OF CONFIDENCE: Broadsiding an enemy means you can bring all of your guns into play at once. Bosh-ka-rama!

WATER WAY TO GO: Sink an enemy vessel and pick-ups - like parts, funds and HP restores - appear on the water.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Koei
- **PUBLISHER** Koei
- **GAME TYPE** Action Strategy
- **PRICE** £29.99
- **ESSENTIALS** 1 Player, Memory Card, DualShock 2

DETAILS

- Four levels of difficulty via your country of origin: Japan, America, British and German
- An option to play the whole game using only World War 2 technology
- Build futuristic warships using an array of guns, torpedoes, turbines and space-age lasers.

INSIGHT

The game's 'battleship pulled through time' concept is ripped off the film The Philadelphia Experiment. That's based upon an alleged incident in which the government accidentally teleported the USS Eldridge. Oops.

BISMARK'S CHOICE

1. **BATTLE ENGINE AQUILA** A cracking battle-sim even though it's light on unit upgrades.
2. **RING OF RED** Heavy on unit types and slow on combat. Very similar to *Naval Ops* but benefiting for Konami's attention to looks.
3. **NAVAL OPS WARSHIP GUNNER** Fresh like a sea breeze. Rough like 15 licks of the cat.

PSM2 VERDICT

GAMEPLAY
+ Vast swathes of ocean to putter your battleship across.
- Unrealistic turning circles make things feel like a boating pond.

GRAPHICS
+ Every change you make to your ships gets shown on screen.
- The sea looks like something pulled from the laundry basket.

SOUND
+ There's nothing better than the lonely ping of a sonar.
- The open sea's dull when there's nothing to shoot at.

LIFESPAN
+ Get into part perfection at the shops and you'll go for months.
- Loathe the visuals, and you'll jack it in within hours.

OVERALL
A different take on the whole action strategy side of things but uglier than a hippo chewing a bulldog... chewing a wasp.

63

SHIP SHAPE

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** High Voltage
- **PUBLISHER** Vivendi Universal
- **GAME TYPE** Third-person action adventure
- **PRICE** £39.99
- **ESSENTIALS** 1-2 Players, DualShock 2, Memory Card

DETAILS

- Two-player co-operative mode, with varied friendly fire options.
- Bladed, ballistic and magic weaponry.
- 28 levels arranged around a hub. Revisit completed stages to fulfill new objectives.
- 20 different enemy types can be blasted and chopped apart.

HUNTER: OUR RECKONING: Are those the scales of justice? Judging these monsters only freezes them in place.

WHITE LIGHTING: Okay, so the muzzle flash is quite nice. But it's nowhere near enough to turn this into a good game.

OUT UK 21ST NOVEMBER

HUNTER WAYWARD: THE RECKONING

Enjoy yawning in bullet time? Then the thrill of this chase is for you.

REVIEWER: Steven Bailey

INSIGHT

Know any good game jokes? Here's one: spin the analogue stick, and watch your character bodypop like a loon. One thing that *Devil May Cry* got right was animating Dante as he moved in any direction. No more excuses.

The thrill of the hunt: chasing things, then beating them to death, so that you can tell other people about it and make yourself look brilliant. It's a time-honoured and highly prized tradition. But the word 'hunt' is misleading here, since the *Hunter* moniker is just a name. This a comic book franchise containing yet more schlock-heavy dullness and drab character design perpetuated in video game form for longer than it should be by pesky fans of the licence, who'll keep this dirge in profit when it should have had its face stomped into the kerb a long time ago. Ahem.

Regardless, here's the hunt: one or two people pick a character and take to the poorly-lit streets of Ashcroft town in order to sort out the reams of undead who've recently started terrorising the place (why, we're not sure). You have a bunch of guns in one hand, a bunch of weapons in the other, and a book of spells in the back pocket for when things get hairier than a monkey's plughole. You move and shoot by using the two analogue sticks in a nifty manner that calls to mind retro gems like *Smash TV*; an old control method, granted, but one that still can't be beat. So where's the thrill? Um.

SLAUGHTERHOUSE BLUES: That's a great, big, dirty axe, and it's a great, big, dirty shame that it's no fun to swing about.

The biggest flaw here, outside of the overall vacuum of inspiration, is the mess of up-close combat. Fighting with your melée weapon is a mess of flailing, unfair boredom. Gunning things down is way more fun, but there's just not enough ammo to last for very long, which is a sin, considering how much much more enjoyable things could have been. Mission objectives appear to have been set by Jeremy Beadle. (Recover some CD's from a graveyard! Collect pieces of silver from the streets! Fall over at weddings!). Shouldn't your objectives be to *massacre everything messily*, instead of turning you into a fecklessly dull scavenger? Yawn. And then there are the chokingly dull looks, steeped in old teabags and speckled with dark grey. Still yawning.

This is nothing but an ungainly war of attrition, a tit-for-tat muddle of clumsy combat and foul colour schemes, with all the elegance of a pork pie in a tutu. The annoying thing is that there's a neat little game struggling to burst out of *Hunter*'s poxy chest cavity. If they gave you plenty of ammo, dropped the whole melée weapon travesty, and kept the enemies coming thick and fast, there would a glimpse of healthy tissue underneath that decomposing brown-grey gunk. As it stands – or, rather, wobbles – it's just plain worthless. **PSM2**

Shambling into shops in mid November

DIANA'S CHOICE

1. **DEVIL MAY CRY** The mother lode of rootin', tootin', slashin' an' shootin'.
2. **METAL SLUG 3** Not a strictly 3D thingy, but rich with superior gunplay.
3. **HUNTER WAYWARD** This one's pensionable stuff that hasn't quite grasped the meaning of 3D. It will be the sad victim of many a gamer's joke for many a year to come.

PSM2 VERDICT

GAMEPLAY
+ Twin-stick crowd control combat can be a riot...
- ...if it's not implemented so badly.

GRAPHICS
+ Some gory details and gratuitous limb-lopping.
- No colour, no imagination, no hope whatsoever.

SOUND
+ Some nice 'n creepy music makes things feel evil.
- But there's not much variety in there.

LIFESPAN
+ Loads of levels that need to be replayed.
- Only the most unemployed or desperate will care.

OVERALL
Mostly dire, but with glimmers of potential, this is dull, uninspired stodge. All licence and no substance, it's just not worth it.

30

MURDERED

A FISH BEFORE DYING: It might be based on a movie 'for kids' but there's some bloody hard bits too.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Traveller's Tales
- **PUBLISHER** THQ
- **GAME TYPE** Action Adventure
- **PRICE** £34.99
- **ESSENTIALS** 1 Player, Memory Card, DualShock 2

DETAILS

- More than 20 levels with extra mini-games and bonus levels.
- Features film-clips from the movie.
- Characters from the film include Nemo, Marlin, Dory, Jacques and Gill.

OUT UK 26TH SEPTEMBER

FINDING NEMO

The only thing missing from this tie-in is the chips, salt and vinegar.

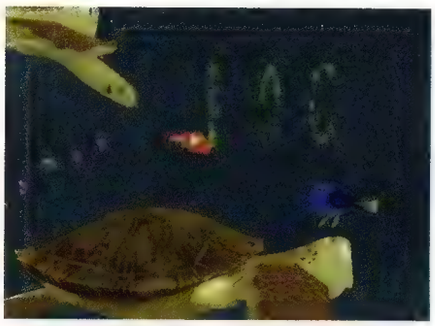
REVIEWER: Stephen Daultrey

Ecco the Dolphin, *James Pond* and er... *The Little Mermaid*. Video games aren't exactly renowned for their undersea heroes. While space is often portrayed as a cataclysmic spectacle of never-ending war, trumped up by weapons larger than Chewbacca's manhood, the deep-sea depths have evolved into an overlooked utopian paradise of multi-coloured fishies and girl-next-door mermaids.

Finding Nemo, on these grounds, is a rarity. Had *Rayman* or *Crash Bandicoot* been born of the aquatic type, then their digital adventures might have resembled something close to the underwater platform/puzzle shenanigans featured here. And because it's spun from the delightful Pixar movie of the same name, it's coated in more saccharine than a family size bag of Maltesers – simple, cute and downright tasty.

The eponymous hero of the title is an Oz clownfish, fishnapped by a deep-sea diver and transported to the smaller confines of a tropical fish tank. Inevitably, the plot develops into a jaggedly structured rescue adventure. You get to control a wide selection of the film's main cast, including Nemo himself, and his understandably concerned father Marlin.

"IT'S COATED IN MORE SACCHARINE THAN A FAMILY SIZE BAG OF MALTESERS"



RING CROSBY: Anyone remember old Saturn classic NiGHTS? Someone clearly does as Nemo's side-on bits are pleasingly similar.

The two most common gameplay styles are the 3D chase sequences and sideways platform levels, with swimming inevitably replacing jumping. Of the former, gaining speed is a case of navigating your way through rows of 'speed rings', although obstacles are cunningly positioned to throw you off your path. The sideways levels are equally perilous. As if the seek-and-solve puzzles weren't taxing enough, sea urchins puff out into inflated balls of spikes, skewering you instantly if you venture too close. And pincer-snapping crabs will dice you into sushi as soon as look at you.

Visually, *Finding Nemo* is a treat. The sense of being underwater is implemented well and the look of the film is impeccably recreated. Gameplay wise, it's challenging and relatively varied too. Be warned though, tricky objectives (brain-teasing tile puzzles for example) are likely to prove frustrating for the young audience they're aimed at. However, for a rare delving into one of gaming's most under-exploited territories, you could do a lot worse. **PSM2**

Finding Nemo is floating into shops now.

INSIGHT

In addition to the main goal of each level, there are bonus objectives to be completed. These involve collecting coloured gems, dropping them onto similarly coloured pedestals, and swimming through rings of bubbles. If you can complete all of these in addition to the main game, you're king fish. Or something.

BIRDSEYE'S CHOICE

1. **FINDING NEMO** What's this? A decent film licence? There's definitely something fishy going on here...
2. **ECCO THE DOLPHIN** Dreamcast port that's more therapeutic than entertaining. Recommended for Jacques Cousteau wannabes.
3. **EVERBLUE 2** This diving adventure/RPG may be set in Caribbean seas, but it's duller than dishwater.

PSM2 VERDICT

GAMEPLAY
+ Fun, challenging and a nice mix of platformer and puzzle.
- Despite the underwater twist, this is still basic stuff .

GRAPHICS
+ Pretty with a convincing sensation of moving through water.
- Overly familiar cartoon style.

SOUND
+ Outstanding voice acting from the film's cast.
- Watery effects liable to send you to sleep.

LIFESPAN
+ It's tough, addictive and should take a while to finish.
- Mature games players will soon be bored.

OVERALL
Relatively generic but a brilliantly charming action adventure based on a nifty little movie. Better than a soaking in your local duck pond.

71

SALTY

OUT UK NOW

THE KING OF ROUTE 66

Now if it was King of Girls Aloud, or King of all the pasties in Christendom, *then* we'd be impressed.

Remember *18 Wheeler*? Thought not. Well, *Route 66* is a semi-sequel to that and suffers from exactly the same problems. You'd think Sega would have learned wouldn't you? The crux of the problem is that *The King Of Route 66* was originally an arcade game, and had one very big gimmick; being a game about giant lorries, it came equipped with a honking great steering wheel, the type men who like to be called Snowman and Rubber Duck can get their beefy bear-paws around. Without it, the *Route 66* experience is somewhat lessened, and you're left with a game that feels distinctly unsatisfying when controlled with a humble Earth analogue stick.

The game itself plays a little like *Crazy Taxi* with rigs, which is no bad thing, as far as it goes – with teeming cityscapes to smash your way through, and open stretches of American countryside to speed along. This is a pleasantly intense and very silly racer. Especially when you see a ten-tonne truck nitro-boost its way over a ginormous jump. But that brings us to the other problem – it's just too short, despite the wealth of challenges. Originally meant for 50p-a-go five-minute bursts, this simply doesn't last for the long haul, and you can see your way to the end in a couple of hours. It's not exactly what we'd call value for money, especially when forty quid can buy you no end of pies and pop. A much better investment, if you ask us. **PSM2**

The King Of Route 66 is out now

RIG-ONOMETRY: There's mini-games that include hitching a trailer up to your rig and getting somewhere within a certain time.

INFO

- **DEVELOPER** Sega
- **PUBLISHER** Sega
- **GAME TYPE** Racer
- **PRICE** £39.99

DETAILS

- Eight mini game challenges.
- Drive across America, in one of five different her-uge rigs.
- Two-player races.

OVERALL

A fun *Crazy Taxi* clone, but it suffers from the lifespan of a suicidal mayfly. And without the big wheel, what's the point?

44

TRAILER TRASH

DON'T LORRY, BE HAPPY: It's pedal to the metal time with *King Of Route 66*. 10-4 good buddy, wax on wax off, jinkies! And so on.

THE WHEEL THING: Without the giant steering wheel the *Route 66* experience is sadly lacking. Save your pennies, kids. Yes.

OUT UK OCTOBER

GALLOP RACER

Do you feel the need, the need for steed? If so, we suggest a course of horse tranquillisers.

It's what we've all been hanging out for. It's another horse racing game. Hurrah! It's better than *G1 Jockey 3*. Double hurrah! It's... Lord have mercy on our souls. Why? Here was us thinking that horse racing only existed to interrupt the Test Match coverage on a Saturday afternoon then in a few short months we're saddled with two sims about the supposed sport of kings.

Still, we're here now and at least *Gallop Racer* is more accessible than the all-too-serious *G1* series. Starting out with an empty wallet, you'll have to acquire a nag or two on free transfers then struggle to build up some points and cash, which are earned by racing competently and placing in the top three. The more points you earn over the course of a season, the higher the calibre of horses you'll be able to own the following year.

You're rated on your performance mid-race plus how you 'feel' your horse (fnarp) and allotted a score accordingly. Everything's about timing and balance, knowing when to crack the whip and where to position your horse depending on its individual abilities and characteristics. Needless to say, it's all terribly exciting...

There's a whole management side to trot around in, too, but the biggest advantage Tecmo's title has over the *G1 Jockey* games is the comprehensive gambling aspect. This, surely, is the whole point of horse racing but we'll still take 4/5 on it selling less than 10 copies. **PSM2**

Gallop Racer has bolted from the stable

MANE EVENT: Sadly there's no commentary to build tension, or indeed machine guns with which to cruelly dispose of the opposition.

INFO

- **DEVELOPER** Tecmo
- **PUBLISHER** Zoo Digital
- **GAME TYPE** Horse racing sim
- **PRICE** £29.99

DETAILS

- 32 different 'tracks', mostly North American.
- 3000 horses to pick from and a create-a-jockey mode.

OVERALL

Accessible gameplay and a healthy gambling mode make this superior to similar titles. It's a bloody horse racing game tho'. Neigh thanks.

39

NAGGING

SADDLE BORE: A horse walks into a bar and the barman says... No wait, don't gallop off guys. The joke isn't finished!

CAIN AND STABLE: Here you can manage your flock, check their stats, enter them for races or flog them to the glue factory.

OUT UK now

METAL ARMS: GLITCH IN THE SYSTEM

"MACHINES WILL GET US ONE DAY – THIS IS THE BEGINNING"

METAL ARMS: GLITCH IN THE SYSTEM

"LETTING RIP WITH THE FRIENDLY FIRE"

Haemorrdroids, mech ache, 'bot flush... Machines. They're killing us softly, but we still can't help coming over all love sick for this first-class shooter.

REVIEWER: Jonathan Bryant

INFO

- **CODE TESTED** NTSC (US)
- **DEVELOPER** Swingin' Ape Studios
- **PUBLISHER** Vivendi
- **GAME TYPE** Shoot-em-up
- **PRICE** £39.99
- **ESSENTIALS** 1-2 Players, Memory Card, DualShock 2

DETAILS

- 40 missions, plus a frightening selection of multiplayer arenas.
- 18 weapons that allow you to possess your enemy as well as frag them to bits.
- Seven multiplayer modes including your standard selection of Deathmatch and King of the Hill.
- Pilotable vehicles like the RAT (Rapid Armoured Transport), the Sentinel and the blast worthy Loader.

Approximately three thousand of us die every year in our own homes thanks to machines. Drills suddenly shoving themselves through mains cables, electric blankets picking their moment to burst into flames, bedside alarm clocks poaching you in tea... The implication is obvious. Machines are out to get us. If we didn't keep them on a tight leash with the odd power cut they'd be organising themselves into Fight Club styled cabals and plotting to revolt against their fleshy masters. Think Matrix, think Maximum Overdrive, think a planet devoid of human life with machines smacking seven shades out of each other every single day. And that is exactly what you get when you touch down on planet Ironstar. Forget *Ratchet & Clank* sci-fi hoppage, this is all out war, an unforgiving blaster and yet, so much more besides.

ROLLER TRADES: Bump into these two and you can exchange washers for weapon upgrades and ammo. Pleasure doing business.

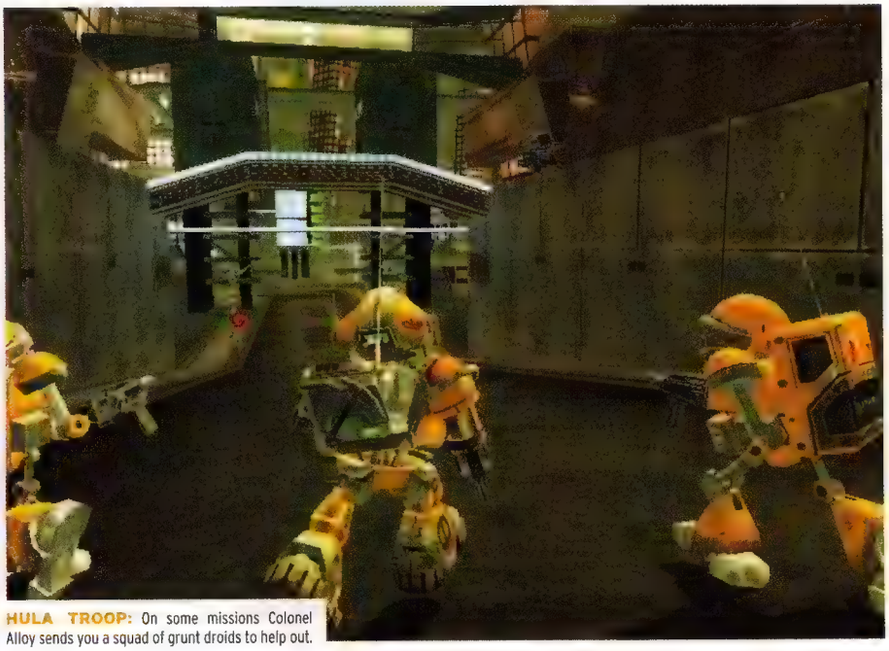
"SOME OF THE TOUGHEST HOSTILE UNITS THAT WE'VE ENCOUNTERED IN A GAME"

Possession is one of the keys to the kingdom of quality on show here. Glitch's tether gun allows you to leap out of your own body and temporarily take up residence in another. It's a while before you get your hands on it but, when you do, every enemy encounter revolves around pouncing inside the biggest member of an enemy unit and letting rip with the friendly fire. It's just another tactic that stacks up alongside a mountain of others to ensure that every fire-fight keeps you on your steel shod toes.

Take the self-regenerating enemy units that you encounter in the wastelands. They are, easily, some of the toughest hostile units we've encountered in a game. Shoot em', watch them go down and then, a couple of seconds later, they're up and at you again. Tie this in with some fiendishly harsh spacing between the level's check points and you'll be spouting blueness in much the same vein as the engineering sergeant back at the Droid Rebellion's HQ. This. Is. Nails. The kind of nails robots would make for other robots to bang metal fences together with. We're loving the challenge but be aware, cute robots aside, this is almost as old skool 'rock' as *R-Type*.

Hard it may be but developers, Swingin' Ape Studios, haven't perpetrated the cardinal sin of removing the option to extricate yourself. There's always something in the weapon set to help you out of all but the tightest corners. Core charges that can be combined with Glitch's slingshot – a rivet gun that comes with attachable sniper scope and a blade firing Ripper that can cut wires holding up various parts of the scenery... The added beauty is, all the guns are upgradable. Run into the barter droids at any point in the action, and you can trade washers (yes, we know: *Ratchet & Clank*) for improvements to range, targeting and the like.

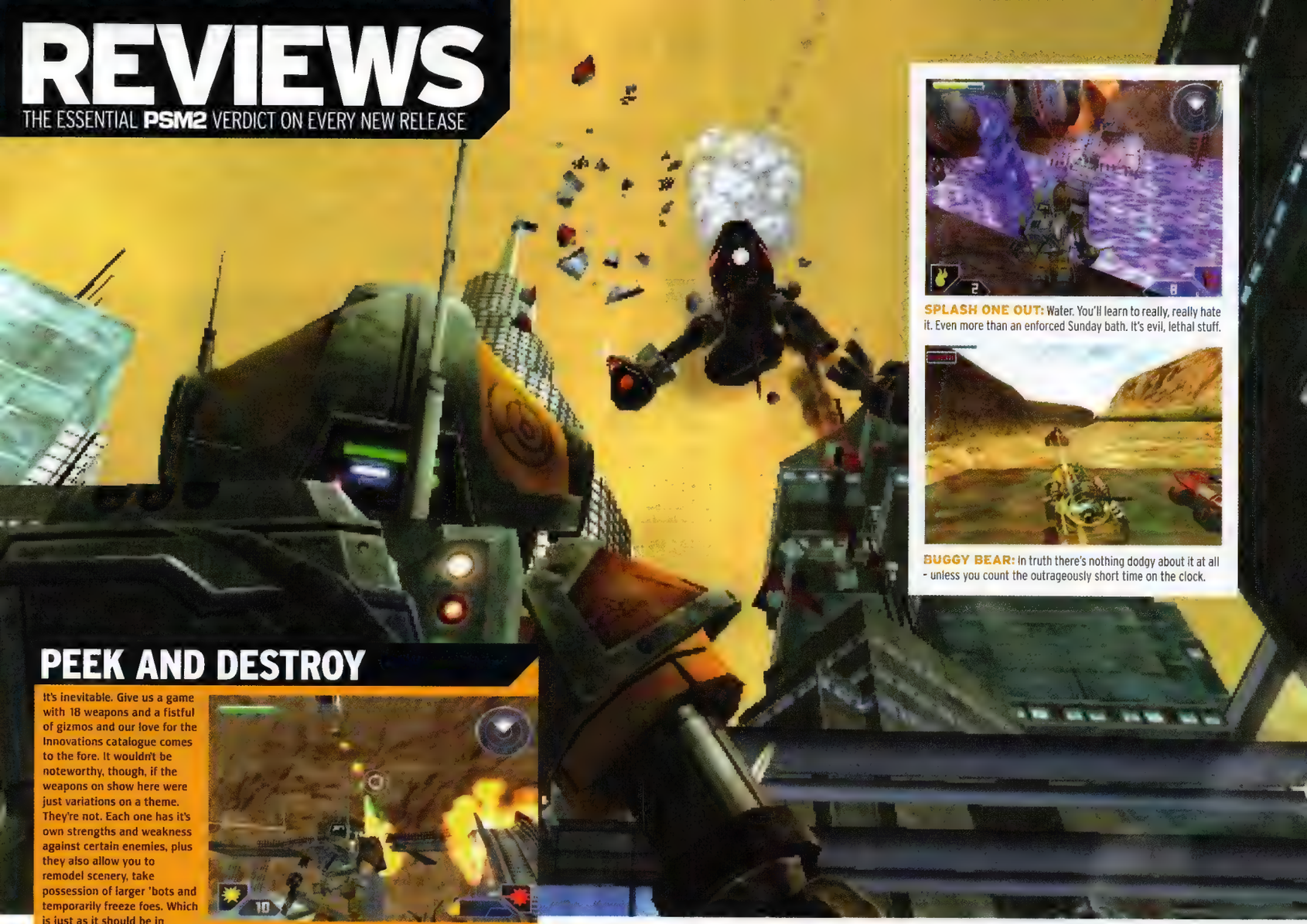
And then, just when you think it can't get any more action-packed, violent and frantic, you get hold of one of the game's airborne Loaders... ▸



HULA TROOP: On some missions Colonel Alloy sends you a squad of grunt droids to help out.

REVIEWS

THE ESSENTIAL PSM2 VERDICT ON EVERY NEW RELEASE



SPLASH ONE OUT: Water. You'll learn to really, really hate it. Even more than an enforced Sunday bath. It's evil, lethal stuff.

BUGGY BEAR: In truth there's nothing dodgy about it at all - unless you count the outrageously short time on the clock.

PEEK AND DESTROY

It's inevitable. Give us a game with 18 weapons and a fistful of gizmos and our love for the Innovations catalogue comes to the fore. It wouldn't be noteworthy, though, if the weapons on show here were just variations on a theme. They're not. Each one has it's own strengths and weakness against certain enemies, plus they also allow you to remodel scenery, take possession of larger 'bots and temporarily freeze foes. Which is just as it should be in something as stompy and trigger happy as this.

MINING LASER:

SPEW GUN:

RIPPER:

SCATTER BLASTER:

ROCKET LAUNCHER:

RIVET GUN:

FLAME THROWER:

"ON TOP OF THAT THERE ARE DRIVING AREAS WHERE YOU TAKE THE 'RAT' FOR A SPIN"

▶ Gunplay is obviously the controlling factor to the way you play, but there are enough nice tweaks around the peripheries to keep things rolling along. First up is a whole secret chip location side quest which isn't as easy as you might think – seems the developers (like *Wolfenstein* creators Id) aren't adverse to actually hiding the things you're after. On top of that there are driving areas where you get to take the Rapid Armoured Transport (RAT) for a spin, plus the odd puzzle that makes the sizable levels just that little bit larger. It all adds to the compulsive mix of styles that rarely lets things sag.

PISTOL TRACKING

There are levels where you control a large hulking 'bot who looks like Mongrol from the ABC Warriors, levels where you battle in tanks, levels where you fight trench warfare, all spread among the usual wandering about/boss battle combo.

If life were a sword, though, the multiplayer mode would be the circus bloke in tights who swallows it. Again it's the possession dynamics of the tether gun that causes the biggest twist here. To start with there's the usual mincing circle strafes. Then, once you suss the layout of the levels, everything turns into a frantic dash for the nearest big robot. Out with the tether gun, possess the giant tin can of choice and off you go laughing menacingly as your opponent madly scrambles to catch up. That's not the end of it, though. Controllable turret guns, races to control an army of 'bots using recruitment grenades (see the Impact Point at the end) and a sniper heavy

SPARK SLUGS: The EMP grenade immobilises 'bots for a short time. It'll also mess with your controls should you enter the blast.

ZIP OPERATION: Grab hold of the death slides by applying constant pressure to the ⊗ button.

TETHER DUSTER

Possession. It's a unique selling point that actually sells. It's also nine tenths of the law. Anyway, creep up behind any of the 12 big robots in the game, let loose with the tether gun and upload yourself into them. There's also a couple of nice touches that happen when you log out. First the screen goes all static as your connecting signal fades, and then Glitch rebuilds his own body piece by piece putting his head on last. See? Robots – they're cute.

BLOCK HEADS:

HEAVY MENTAL:

PLUG WHOLE:

JAN SLAMMER: The 'bot possessions of the tether gun are foreshadowed in a mission where you control this big frikker.

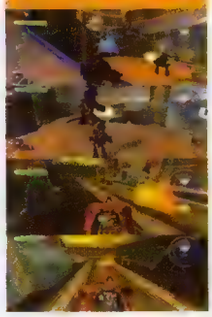
IN A RIGHT HULK: Steer this mech giant through his mission, and you get to use a metal girder as a brilliant secondary weapon.

'AVA ZOMBIE: One of those multi layered boss battles. Beat him till he starts to pant and then throw a core charge down his throat.

BLAST CARING: Well placed core charges (read grenades) are the easy way to take out troublesome 'bots quickly.

IMPACT POINT

The multi-play's a bit of a let down right up until you get involved with the recruitment grenades. Running around with a couple of giant robots fighting on your behalf is a touch of genius that really takes the boredom out of the usual shoot-or-be-shot mechanics.



shape. A handful of grime to weigh against the shiny coins of quality this game regularly pays out, admittedly. But, sadly, enough to keep it clear of a 90+ score here.

It's a great little game. No scratch that, little isn't something that can be applied convincingly here. It's a great *big* game that, simultaneously, doesn't loose sight of all those clever details that make playing a faceless droid still completely endearing. Just remember, though, it's all about convincing you that machines are cute, they're friendly, they're nice. In reality, your PlayStation's a machine too. Its mission is to distract you from the important things in life like keeping an eye on the kettle, watching to see what your toaster's planning or removing that electric fire from the edge of your bath. They'll get us all one day and *Metal Arms* is just the beginning. **PSM2**

We're early like a robot bird after a mechanical worm. This is out in December.

"OUT WITH THE TETHER GUN, POSSESS THE GIANT OF YOUR CHOICE THEN OFF YOU GO"

Spy 'n' Stick mode... It's the stuff great multi-players are made of. Kicker is, it's only two-player on PS2. Once again, only *PES* and *TimeSplitters* seems to be able create a sharp four-way split. Which brings us to those elements that turns the infectious smile this game usually produces into something slightly forced.

RUST BROTHERS

OK, gripe time. They're minor admittedly, but just enough to take the sheen off what otherwise could have been a monumental game.

As we said before, it's hard. Not a problem if you like a challenge. However, couple this with some vicious restart points, and frustration could easily be a by-product. Then there's a modicum of slowdown that occurs whenever the screen gets littered with enemies. We'd usually be happy to give this point a miss, but we're playing this after the impressive crowd scenes of *Jak 2*, so it *is* worth mentioning. Next up is the fact that water is no friend of the metal man. Fine when you're well clear of it but, get involved with some platforming using Glitch's imprecise length of jump, and you've got another reason to twist your pad out of

INSIGHT

Swingin' Ape? Who the hell are they? Glad you asked. They're actually a breakaway faction of the old Midway houses over in the US of A. The only thing they've had to show prior to *Metal Arms* was the OK *Hydro Thunder* on Dreamcast. So it's come as a complete shock for them to turn this out.

GORT'S CHOICE

1 **METAL ARMS**
An absolutely brilliant, brilliant piece of single player droid carnage.

2 **FUR FIGHTERS**
Bold, bright and shooty. The cel shaded antics of Acclaim's blaster are still worth a look.

3 **MDK2 ARMAGEDDON**
Another sci-fi blaster, but still a fair way short of what the *Arms* has to offer.

PSM2 VERDICT

GAMEPLAY
+ Tough as nine inch nails lying inside a docker's kevlar tool bag.
- Only the bravest among you will select the 'hard' mode.

GRAPHICS
+ Cute yellow robots chucking about meaty weapons.
- Occasionally tries to put too many units on-screen at once.

SOUND
+ The swearing of the Droid Rebellion's engineer is a belly laugh.
- Great music and decent voiceovers, there's little to fault here

LIFESPAN
+ 40 tough, tough levels. A week of dedicated play.
- Only two-players in the PS2 multiplayer and a few AI 'bots.

OVERALL
Shiny like buffed chrome and tougher than a tank. We're loving this despite the quirks. Robots AND guns. You know it makes sense.

87

ENGINEERED

OUT JAPAN now **OUT UK** november

R-TYPE FINAL

That ginger one from Girls Aloud – she's not our type. Eh? Oh, *R-Type*. Sorry.

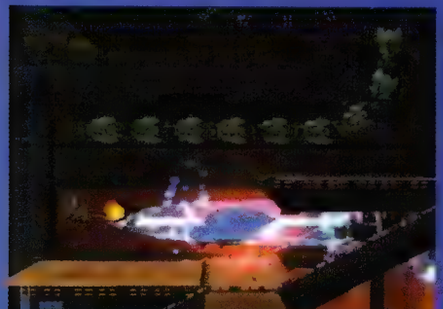
REVIEWER: Jes Bickham

Nostalgia is an evil, cheating, lying thing. So much that was once golden in our childhood turns out to be utter munt in the harsh light of adult-day, regardless of how fondly we remember it. Thundercats, for example. Rubbish! And have you seen Doctor Who lately? Nice idea, shame about *everything* else. *Especially* the Cybermen's silver-sprayed cricket gloves and moon boots. Honestly.

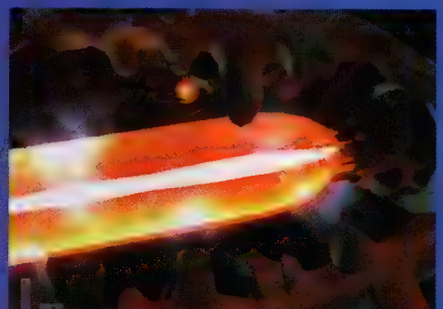
Some things, though, aren't cheated by time, memory and inevitable maturity, and actually *do* deserve to sit on the platinum pedestal of the past. *R-Type* is one such disappointment-proof relic of yesteryear, an exception that proves the rule: a brutal slice of 2D blasting packed to the gunwales with remarkably designed aliens and an innovative power-up system. As such, *R-Type: Final* is a welcome rehash, and it's with a sigh of relief that we can report it being a top-notch return to past glories.

Of course, the game's been resurrected before – most notably with *R-Type Delta* on the PS one. But this, we are assured, is the last hurrah for *R-Type*... developers Irem *do* mean final. And frankly, despite obvious over familiarity, this is a fitting send-off.

Hewing closely to the template laid down sixteen years ago, *Final* offers little in the way of surprises, but to expect something snazzy and new is to miss the point. The basics are the same as before: hurtle along in a 2D fashion demolishing waves of hideous aliens and encountering enormous, screen-filling bosses. The Force is still present, too – a glowing ball of laser death that can be attached to prow or stern, and which provides both shielding and gunnery. Pleasingly, all the old tactics still apply: you can detach the Force and send it around to an enemy's weak spot, and different Forces allow for varying levels of power-up – you can charge the little buggers for some magnificent hyper-death. The many different weapons you can pick up also



CHERYL SPEEDY: There are four different speed settings for your ship, but you'll only ever want to use the fastest one. Like, duh.



LOATHING THE ALIEN: Your Force podule can absorb energy and unleash it as a screen-wide strike. It's pretty devastating...

INFO

- **CODE TESTED** NTSC (Japan)
- **DEVELOPER** Irem
- **PUBLISHER** Irem
- **GAME TYPE** Shoot-em-up
- **PRICE** ¥6,800
- **EXTRAS** 1-2 Players, DualShock 2, Memory Card

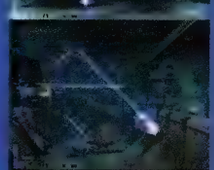
PlayStation 2

DETAILS

- The last ever *R-Type* game, apparently. Although we'll believe it when we see it.
- 101 R-Type ships to unlock.
- Side-scrolling 2D action with madly detailed 3D backgrounds.
- Loads of power-ups which equip your ship with a variety of different weapons.
- Each level alters slightly depending on which ship you choose to play as. Nicely!

IMPACT POINT

So you've played and played the first few levels – hey, you have to, as if you lose all your lives you get to start again at the beginning, old skool-style. Fortunately, you'll have memorised enemy wave movements, you know the sweet spots, and you can nobble mid-level bosses without breaking a sweat.

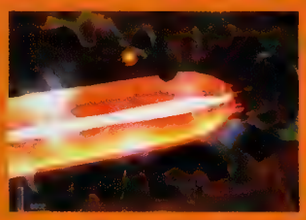


WONDERFUL WORLD OF R-TYPE

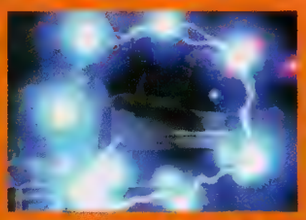
Although the excellent blasting action is *R-Type*'s main draw, secondary to this is the fantastical variety on offer. Half of the pleasure in playing the game is seeing what craziness turns up next. But although there's nothing that can quite boast the hideousness of the original game, a certain boss appears who is very familiar. It may not be particularly original, but it's certainly crowd-pleasing. Anyway, back to the hideous violence...

EXCHANGE 'N' START:

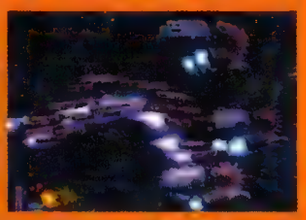
WAR IS SHELL:



COCKING BAY:



DR BOOM:



WAVEY GRAVY:

ON THE LEVEL: The biggest thing wrong with the game is that you can't select a level – you have to play from the start. Gah!

TYPE-R SPACE: It's *R-Type* but with fancy new year graphics from the space-year 2003. Minty fresh!

INSIGHT

■ The first *R-Type* appeared 16 years ago, you know. On the Spectrum the eighth level was left out and an early one duplicated, meaning you could never finish the game. Now, that is some whacked-out shit.

WALKIN' SHOOTS: Hyper-electric laser death is where it's at. And that's a cold, hard FACT!

SPACE PLAN: The game is all about memorising enemy attack patterns. Practice makes perfect, eh?

cater for different strategies and styles, offering horizontal, diagonal and vertical fire. For such a simple game, there's plenty to think about and utilise here. Which is as it's always been.

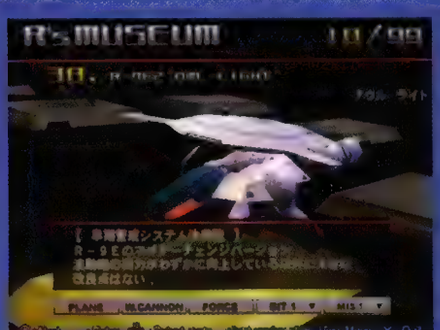
But for all that, there are new bits. There are 101 ships to unlock and use, for a start, and even if the majority of them are only marginally useful, the sheer variety on offer is intriguing. And depending on which ship you use, progress through a level is subtly changed, whether it be stylistically or physically, with certain passages blocked off. The fancy 3D backgrounds work well too, adding a splendid illusion of depth, with destroyed enemies falling to the streets below in a shower of burning, buckled metal. Lovely.

But it's not all good. The multiple speed-settings are redundant because you'll only ever want the fastest one; and the shiversome bio-mechanical design of the first game is rather more generic here. More importantly, for all the reassuringly dependable action, *R-Type Final* remains a game sadly lacking in depth. There's high scores to be had, but there's no incentive to be truly excellent here, no bonuses for destroying entire waves of enemies, no multipliers for skilful play of some sort – the only emphasis is on getting to the end and not dying. Finesse only matters in as much as it keeps you alive – but then, perhaps that's the point.

In the end, though, it's not a problem. We might be settling for less (making do with nostalgia) but it's a pleasure to be engulfed in the world of *R-Type* again. It's a place where progress doesn't really matter, if only because everything was so perfectly formed in the first place. And you can't say *that* about Doctor Who, eh? PSM2

R-Type Final will hit the UK in early 2004

"WE MIGHT BE SETTLING FOR LESS BUT IT'S A PLEASURE TO BE ENGULFED IN R-TYPE"



SHIP OF DROOLS: There are 101 *R-Types* to unlock. The Bydo Empire, as the baddies are called, had better watch out, frankly.

STARBUCK'S CHOICE

1 **R-TYPE FINAL**
Old and creaky, maybe, but like George Foreman, this heavyweight classic still packs a mean punch.

2 **METAL SLUG 3**
Cracking WW2-themed shenanigans. Mad and plenty of fun, with a great co-op mode.

3 **CONTRA**
Another reanimated classic, but this one ain't so good. Like reheated kebab.

PSM2 VERDICT

GAMEPLAY
+ Intense blasting action that requires full concentration
- Up, down, shoot, up, down, shoot. Die. Curse.

GRAPHICS
+ Eye-singeing pyrotechnics and fancy 3D backgrounds
- Doesn't have the same innovative design of the original

SOUND
+ Pleasingly ominous ambient-ish soundtrack
- Annoyingly repetitive gun sounds

LIFESPAN
+ Loads of ships to unlock, high score challenges.
- Lacking genuine depth for the committed gamer

OVERALL
An excellent send-off for a hoary old classic. This might not add anything new to *R-Type* but it offers classically addictive blasting fun.

82

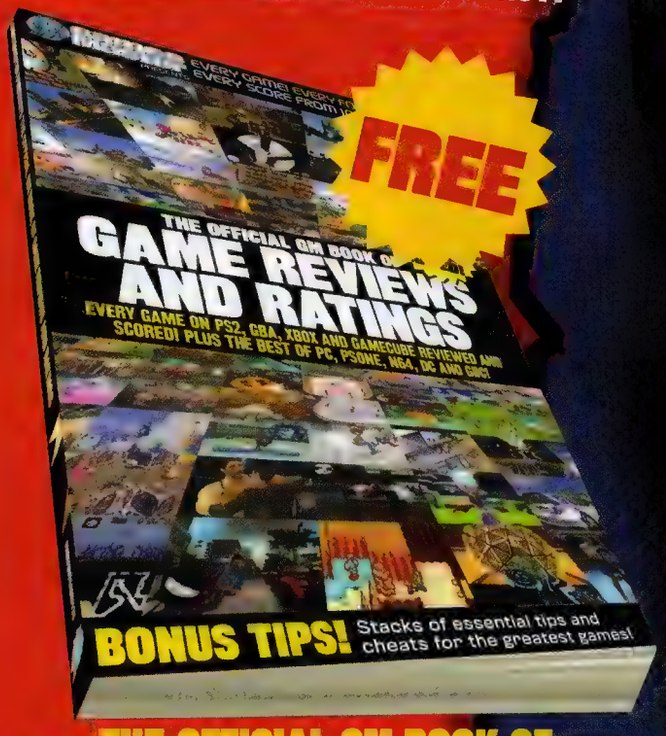
A BLAST

Games Master

ONLY £2.99!

XIII

THE WORLD EXCLUSIVE REVIEW OF 13 IS ONLY IN GAMESMASTER! FIND OUT HOW GOOD IT IS ON EVERY FORMAT FIRST!


FREE
THE OFFICIAL GM BOOK OF
GAME REVIEWS AND RATINGS
EVERY GAME ON PS2, GBA, XBOX AND GAMECUBE REVIEWED AND SCORED! PLUS THE BEST OF PC, PSONE, N64, DC AND GBC!
BONUS TIPS! Stacks of essential tips and cheats for the greatest games!

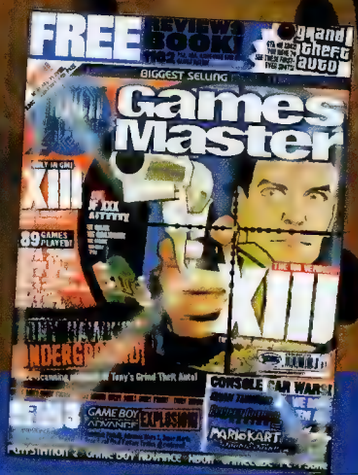
THE OFFICIAL GM BOOK OF GAME REVIEWS AND RATINGS

1123 PS2, GBA, Xbox, PC and GameCube games reviewed and scored!

PLUS!

- Tony Hawk's Underground
- Mario Kart Double Dash!!
- Medal of Honor: Rising Sun
- Gran Turismo 4
- Pokémon Pinball
- Metal Gear Solid 3
- Lord of the Rings
- Grand Theft Auto Xbox

AND LOADS MORE!



ON SALE: TUESDAY 30TH SEPTEMBER

PSM2 GAMER'S LOUNGE

MAX. SMART/MIN. EFFORT

This month it's all been about *PES3*. Heck if it wasn't for the last minute arrival of *SSX3* we'd still be playing our favourite footy game ever even now. And so the days this month have become *SSX3* in the morning, watching Jonnie drive himself mental playing *Metal Arms* over elevenses, *PES3* at lunch (until about three), then some more *SSX3* (with *R-Type* breaks) before bedtime. It's amazing we find the time to type this column, honestly.

Jehovah only knows what we're going to do next month... *THUG*, *Rings*, *Prince of Persia*... Is that the time already? Blimey, get *SSX3* on again then...

3

DARK CHRONICLE

At last. *Dark Chronicle* gets released after two delays and notches up a very respectable (for a massive Japanese RPG) number three in the charts. If you've got a few months spare then this is the best way to spend them.

10

TONY HAWK'S PRO SKATER 4

Just what is this doing here? Seems that some people just can't wait for number five (aka *THUG*) and so have prompted this re-entry for our favourite boarding game. Just wait till you see *THUG* tho'...

19

RAYMAN 3

More re-entry madness! What is it with *Rayman 3*. Why can't you leave it alone? Look, you don't have to wait much longer for *Jak 2*. Go and buy that instead. Pleeeeease... Thanks.

CHARTS FOR MONTH ENDING 21ST AUGUST

PS2 TOP 20

So Sony's Eye Toy does it again – and this, despite just about every retailer giving them away free with new PS2s. Great showing for *The Great Escape* (hi to all the 30-somethings out there). But what's the problem with *Indy*? You fickle bunch.

Position	GAME NAME	Publisher	Developer
1	Eye Toy: Play	SCEE	SCEE
2	The Great Escape	SCi	Pivotal
3	Dark Chronicle	SCEE	SCEE
4	SOCOM: US Navy Seals	SCEE	SCEA
5	Madden NFL 2004	EA	EA
6	Tomb Raider: The Angel of Darkness	Eidos	Core Interactive
7	Grand Theft Auto: Vice City	Rockstar	Rockstar
8	The Italian Job: LA Heist	Eidos	Climax
9	Indiana Jones and the Emperor's Tomb	Activision	LucasArts
10	Tony Hawk's Pro Skater 4	Activision	Neversoft
11	Chaos Legion	Capcom	Capcom
12	Enter The Matrix	Atari	Shiny
13	Tiger Woods PGA Tour 2003	EA	EA
14	Formula One 2003	SCEE	SCEE
15	Dancing Stage MegaMix	Konami	Konami
16	The Sims	EA	EA
17	Hulk	Vivendi	Radical
18	Tom Clancy's Splinter Cell	Ubi Soft	Ubi Soft
19	Rayman 3	Ubi Soft	Ubi Soft
20	Dynasty Warriors 4	Koei	Koei

JAPANESE TOP 5

1	Winning Eleven 7	Konami	KCEJ
2	Summon Night 3	Banpresto	Banpresto
3	Jikkyou Powerful Pro Baseball	Konami	KCEJ
4	All-Star Professional Wrestling 3	Square Enix	Square Enix
5	Mobile Suit Gundam Seed	Bandai	Bandai

US TOP 5

1	NCAA Football 2004	EA	EA
2	Grand Theft Auto: Vice City	Rockstar	Rockstar
3	NBA Street 2	EA	EA
4	Enter The Matrix	Infogrames	Shiny
5	Midnight Club 2	Rockstar	Rockstar

PSM2'S TOP 5IVE

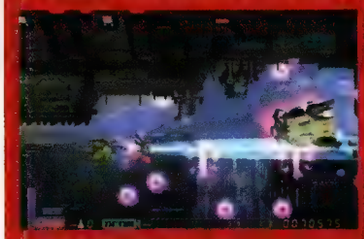
What's been wearing out our Official PS2?

1. PES3

2. SSX3

3. Metal Arms

4. LOTR: The Return of the King



5. R-Type Final

POP IDOL: Yes, it's the most eagerly awaited DVD outing since Star Wars.

OUT UK now

INDIANA JONES TRILOGY BOX SET

The man with the hat finally reaches the holy treasure of the gold disc.

STARRING ..... Harrison Ford, Karen Allen, Paul Freeman, Denholm Elliott, John Rhys-Davies, Alfred Molina, Alexei Sayle, Kate Capshaw, Sean Connery ; River Phoenix
DIRECTOR ..... Steven Spielberg
CERTIFICATE ..... PG
PRICE £44.99

Years from now, when our civilisation has slipped beneath the waves and all that's left to remember us by are a few cultural artefacts, one thing will stand as a universal truth: Steven Spielberg and George Lucas were Loads More Fun Back When They Were Making Indy Films. Nowadays, George is still plugging away on his lifeless, spluttering Star Wars saga, trying to kick some energy back into it. And Steve, though he thought he'd brought back the wit and pace of the basics. Dr Henry 'Indiana' Jones is a mild-mannered archaeology professor who just happens to hide a secret double life as an adventuring treasure hunter, occasionally called upon to locate and save ancient icons from the nefarious hands of the Nazis. He's not your typical, bland doer of derring, being a sarcastic, world-weary bastard who'll go the extra mile to complete his mission, but won't hesitate to moan about the injustice of it. He's fought across the globe, ridden tanks, commandeered planes, trains and automobiles and always manages to get out of scrapes with his hat unscathed. Although there is that scar on his chin of course.

KEEPING UP WITH JONES

Of the three films, Raiders is easily the best, giving us an iconic introduction to the good doctor and sending him flying off to locate the Ark of the Covenant. There are few films that cram in so many classic 'ooh, this is the best bit' moments while still managing to be effortlessly worthy. As Jones, Ford owns the screen, all crabby masculinity and begrudging heroics. Temple came next, but is actually a prequel- though many Indy fans consider this to be the least of the trilogy, with its silly gem theme and gross-out heart gouging plotline. Needing a kick up the franchise, Last Crusade introduced the genius concept of a Ford/Sean Connery team-up, which saw the former Bond playing Jones senior. They bickered, they fought, they unknowingly slept with the same girl – we loved it.

There are times you wonder what all-powerful artefact Lucas, Spielberg or any number of their collaborators stole to get their hands on such creative power. Then you simply remember that they were young, hungry and simply wanted to produce cinema that was watchable, loaded with action and a brazen throwback to the classic adventure serials of their youth. They succeeded.

Can they do it again? Doubtful, but they're having a go anyway. Expect a fourth Jones outing sometime in 2005... PSM2

"HE'S A SARCASTIC WORLD-WEARY BASTARD WHO WON'T HESITATE TO MOAN"

with Catch Me If You Can has sunk too far into schmaltz to really make anything work.

So celebrate the fact that we at last have a standing record of the films which easily rank among their best. And harken back to a more innocent and yet more adventurous time, when men wore battered fedoras and women were along for the ride. As if it were necessary, a recap

INSIGHT

- "Junior" (Aka Indiana) is named after the Lucas family dog.
- Tom Selleck was originally cast as Indiana, but was contracted to TV show Magnum PI.
- The submarine model used in Raiders is the exact same one used in Das Boot. Bootiful.

BOY'S OWN CHOICE

1. **INDIANA JONES TRILOGY** Finally it's out on DVD. Forget the rest. Go on a mission with the best.
2. **THE ROCKETEER** Silly but fun rip-off comic strip action.
3. **BIGGLES** Time-travelling malarkey as '80's yank meets crusty wartime hero.

PSM2 VERDICT

EXTRAS
Interviews . Making Of Documentaries . Behind-The-Scenes featurettes.

OVERALL
Three great movies and a fourth 'Making of' DVD in one box. It's what Christmas lists were made for. No time for love, Dr Jones...

92

INDYCREDIBLE

OUT UK 11TH NOVEMBER

LOTR: THE TWO TOWERS DIRECTOR'S EXTENDED EDITION

The Fellowship is split. The darkness grows. The war is upon us. Seconds out, round two!

STARRING Elijah Wood, Ian McKellen, Viggo Mortensen, Sean Astin, Dominic Monaghan, Billy Boyd, Christopher Lee, Liv Tyler, Orlando Bloom, John Rhys-Davies
DIRECTOR Peter Jackson
CERTIFICATE 12
PRICE £34.99

Second film slump? What second film slump? Peter Jackson craftily cheats the sophomore curse with a film that is – if such a thing is possible – even better than The Fellowship Of The Ring. It's the sort of sore point that will be debated ad infinitum on internet chat rooms and down the pub, but when you stop for a moment and think it through, can you honestly say that Fellowship is the better movie?

Certainly, it sets up the world and is a perfect introduction to our heroes. But in places, it just felt a little... slow? No such worries for The Two Towers. This is a film trilogy hitting top gear and refusing to look back. Taking up the story reigns from the first movie, Towers sees the Fellowship divided and in trouble. Hobbits Frodo (Elijah Wood) and Sam (Sean Astin) are still headed to their date with Mount Doom, questing to destroy the One Ring and Save The World™. Fellow short stuffs Merry (Dominic Monaghan) and Pippin (Billy Boyd) are in dire straits, captured by the slavering orc-beasts and Uruk-Hai, being carted off to an unknown fate. But hope is at hand – they're being tracked by human Aragorn (Viggo Mortensen), elf Legolas (Orlando Bloom) and dwarf Gimli (John Rhys-Davies) who are intent on rescuing them. Oh, and Gandalf is dead. Gone. Shuffled off the mortal coil. Or is he... It sounds like a lot to take in, and that's only the start, but Towers assumes you know this (there can't be that many people shelling out for this 4-disc set that won't know the story so far). Before you know it, you're meeting new races and characters, learning just to what extent Middle-earth is screwed up and being prepared for one of the biggest battles ever to grace the screen. And this is just the second film.

INSIGHT

- Some of the battle chants were recorded at cricket matches using the spectators.
- Treebeard is voiced by Gimli-player John Rhys-Davies. Double pay day.
- The Helm's Deep battle features 10,000 CG Uruk-Hai.

HELMING DEEP

Before you panic that all this extra material and huge CG scraps will overwhelm the material, don't worry. Peter Jackson avoids Lucas Syndrome and keeps a firm hand on his creation. Ensuring that the CG beasties never take centre stage and only help tell the story, he moves the chess pieces into place with skill. You may think you've seen it all in The Fellowship, but Towers proves that there's plenty more where that came from. Including a certain goblin-type creature called Gollum, who will drop jaws and dazzle eyes as the most realistic computer-generated character ever to scuttle across our screens. Fact.

And, given that this is the extended DVD, we're treated to yet more scenes that had to be snipped to save running time. So expect more from the thunderous Treebeard and – far more exciting – plenty of extra footage from the magnificent Helms' Deep battle. **PSM2**

JOHN WAYNE HOBBIT: "Oh deary me, what are we going to do now Master Frodo?" Etc.

RINGER'S CHOICE

1. **THE TWO TOWERS** Go for four discs and total goodness.
2. **THE FELLOWSHIP OF THE RING** The original and – dare we say it – second best?
3. **THE LORD OF THE RINGS** Animated. Nice try, but dodgy...

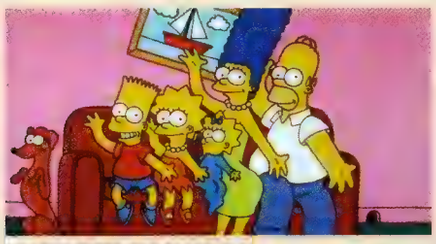
PSM2 VERDICT

EXTRAS
32 extra minutes edited into the main film 4 commentaries 2 discs' worth of Making Of material covering all aspects of design and conception Planning and production Creature featurettes Gollum featurette looks at the CG program and the miniature use.

OVERALL
Part two surpasses the original for action and emotion. Make sure you go for the full 4-disc version not the boshed out 2-disc on offer now.

95

TOWERING



THE SIMPSONS COMPLETE SEASON 3 BOX SET

OUT UK NOW

STARRING Hank Azaria, Dan Castellaneta (Voices)
DIRECTOR Various
CERTIFICATE 15
PRICE £39.99

The world's best-loved sitcom about a yellow cartoon family hit its stride with the third season. Everything that was to make this a true telly classic came together – the voices were spot on, the writers had sharpened their wit and the animation was finally polished enough that the characters remained unchanged for years. Some of the best-remembered (and oft-quoted) episodes sprang from this season and this was the year the show upped the showbiz cameo ante. Buy it. Buy it now. Or all your friends will point at you and do the Nelson laugh. Don't know it? Ha! **PSM2** **90**

X-MEN 2

OUT UK 24TH NOVEMBER

STARRING Hugh Jackman, Ian McKellen
DIRECTOR Bryan Singer
CERTIFICATE 12
PRICE £19.99

X-Men was good. It launched a franchise, brought Hugh Jackman firmly into the public consciousness as a superb Wolverine and proved that comic books didn't have to be stupid, mindless blockbusters. The second film is much, much better. Building on the firm foundations, X2 stretches the plot out so it spans more of the world and opens out the issues involved. Yet it never forget that it's first and foremost an action spectacle with a duty to entertain. So marvel (pun intended) at the team as they fight a new human threat – and face teaming up with their worst enemy... **PSM2** **62**

ALSO RELEASED

I'M ALAN PARTRIDGE SERIES 2
Released 3 November **Cert** TBC **Price** £19.99
Think Steve Coogan is a comedy genius? This disappointing second series stretches a gag a little too far. **40**

THE RECRUIT
Released 3 November **Cert** 12 **Price** £19.99
Growly CIA instructor Al Pacino teaches raw rookie Colin Farrell how to SHOUT A LOT and whisper a bit. **52**

FAWLTY TOWERS - COLLECTOR'S EDITION
Released 3 November **Cert** PG **Price** £19.99
We've probably reviewed the hell out of Fawlty Towers in the past. But this is the extras-laden, nerd central version. **90**

BABYLON 5 SEASON 3
Released 10 November **Cert** 15 **Price** £57.99
You want top-notch sci-fi combat? You want year three of this superior, station-set series. Think "Skiffy" is dull? Try it. **58**

THE HULK
Released 17 November **Cert** TBC **Price** £19.99
Ang Lee has a crack at the superhero genre, but botches the fun while ramping up the drama. Patchy and hard to like. **70**

RED DWARF: COMPLETE SERIES 3
Released 3 November **Cert** 18 **Price** £19.99
The Boys From The Dwarf hit series three, widely considered to be among the show's best. Buy it, you smeggers... **80**

COMING SOON

TERMINATOR 3: RISE OF THE MACHINES
8 December
£24.99

ALIEN QUADRILOGY BOX SET
15 December
£64.99

MOONLIGHT MILE
8 December
£17.99

©The Kobal Collection

NEW & IMPROVED

HOW IT WORKS...

...complete A-Z and we've even pulled the best of every genre for you. We've even included some efforts from games that might appeal to gamers with wobbly machines, and as an indication of what's coming in year #52...

KEY

Updated since last issue

New additions this month

Best of genre

YOUR EASY GUIDE TO PSM2'S PAST REVIEWS - UPDATED EVERY ISSUE

ABSOLUTE PS2

Your one stop guide to every game PSM2 has ever reviewed. Absorb these words and never buy a rubbish game again.

A passable evenings rented entertainment

BRITNEY'S DANCE BEAT 58%
Publisher [illegible] Issue [illegible]
Too hard for kids and too repetitive for the rest of us

BURNOUT 88%
Publisher Acclaim Issue [illegible]
An ideal foil to *GTA*'s smart-arsed sensibilities

BURNOUT 2: POINT OF IMPACT 91%
Publisher: Acclaim Issue: #28
Beautiful, emotional racing. Essential

CAPCOM VS SNK 2: MARK OF THE MILLENNIUM 2001 83%
Publisher Capcom Issue [illegible]
Probably the best 2D fighter ever

CART FURY 65%
Publisher Midway Issue [illegible]
The action is pacey, but the dodgy graphics let it down

CASPER: SPIRIT DIMENSIONS 48%
Publisher TDK Mediactive Issue [illegible]
Non-threatening junior gaming with a shiny veneer. Dull

CASTLEWEEN 45%
Publisher [illegible] Issue [illegible]
You won't hate it, but it's too terrifyingly ordinary to buy

2002 FIFA WORLD CUP 71%
Publisher> Issue>
Nearly great but too much focus on individual flair

7 BLADES 72%
Publisher> Issue>
An action-lead game that'll satisfy slash-em-up fiends

ACE COMBAT 4: SHATTERED SKIES 80%
Publisher> Issue>
Superb in places with some genuinely thrilling moments

ACTIVISION ANTHOLOGY 40%
Publisher> Issue>
A miserable collection of games

AGE OF EMPIRES 2 76%
Publisher Issue
Overflowing with tactical subtlety

AGGRESSIVE INLINE 83%
Publisher Issue
Very entertaining. Almost a contender to the *Hawk* crown

AIRBLADE 77%
Publisher Issue
Not deep enough to offer limitless trick potential

ALEX FERGUSON'S PLAYER MANAGER 65%
Publisher Issue
Thorough and insightful, but could get up your nose

ALL-STAR BASEBALL 2004 67%
Publisher Issue
2004 could have just as much fun without your participation

ATV OFFROAD FURY 2

ALONE IN THE DARK: THE NEW NIGHTMARE 66%
Publisher Issue
Dumps any originality for lumpen familiarity

AMPLITUDE 87%
Publisher Issue
Hypnotic, responsive and literally eye-wateringly addictive

APE ESCAPE 2 80%
Publisher Issue
Exactly like the original, only bigger and more attractive

AQUA AQUA 71%
Publisher Issue
A solid, if slightly small, puzzler

ARCTIC THUNDER 58%
Publisher Issue
Extremely average arcade shoot-and-race effort

ARMORED CORE 2: ANOTHER AGE 56%
Publisher Issue
Bigger does not mean better – there's just more flaws

ARMY MEN AIR ATTACK: BLADE'S REVENGE 47%
Publisher Issue
Encouraging, but looks terrible and it's very linear

ARMY MEN RTS 56%
Publisher Issue
One-dimensional combat melts any long-term appeal

ARMY MEN: SARGE'S HEROES 2 40%
Publisher Issue
A lazy banged-together rehash of established concepts

ATV OFFROAD FURY 2 73%
Publisher Issue
Just an extension of the first ATV

ATV QUAD POWER RACING 2 68%
Publisher Acclaim Issue
A fine effort, but similar to many older racers

AUTO MODELLISTA 80%
Publisher Capcom Issue
PS2's best arcade racer – but still doesn't beat *GT3*

THE TOP 5... ADVENTURE/RPG

1. FINAL FANTASY 10
Publisher> [illegible]

The biggest, most life-swallowing RPG of them all. Yes, it's all random battles and cutscenes, but it's great.

DARK CHRONICLE
Debatably better than *FF10* but edged out in pomp and presence. Sixty hours in, we're still loving it.
90

KINGDOM HEARTS
A cool Disney game (thanks to its makers, Square). Big, funny, touching and not just for kids.
88

FINAL FANTASY 10-2
Brilliant (cash-in?) reworking of *FF10* but not strictly new enough, and ultimately not as good as the original.
83

DARK CLOUD
The game that came before *Chronicle* is now totally outclassed. Clever but odd 'make your own town' gameplay.
81

BALDUR'S GATE: DARK ALLIANCE
Publisher Virgin Interactive Issue
Fast, good-looking and addictively fun to play

BARBARIAN 66%
Publisher Issue
Fun, but basic beat-em-up. No contest for *Tekken*

BASS STRIKE 64%
Publisher Issue
A bit ropey looking and retro but competent

BATMAN VENGEANCE 48%
Publisher Issue
Super-game-turned-super-villain thanks to daft level design

BATTLE ENGINE AQUILA 78%
Publisher Issue
Masterful looks, with skies full of fire

BEN HUR: BLOOD OF BRAVES 42%
Publisher Issue
Good idea, badly executed

BIG MUTHA TRUCKERS 79%
Publisher Empire Issue
Rootin' tootin' redneck haulage fun

BLADE 2 51%
Publisher Activision Issue
By-the-numbers hitting that doesn't capture the film

BLOOD OMEN 2 79%
Publisher Eidos Issue
A horror romp with great atmosphere and visuals

BLOODRAYNE 67%
Publisher Vivendi Universal Issue
Stick with it, and you'll find a half-decent adventure

BLOODY ROAR 3 79%
Publisher Virgin Interactive Issue
No depth, but lots of explosions, acrobatics and fun

BMX XXX 58%
Publisher Acclaim Issue
Good core gameplay lost in a treacle of humourless smut

BOUNCER, THE 56%
Publisher Issue

THE TOP 5... ACTION

1. GTA: VICE CITY
Publisher Rockstar

Vice City has flourished under all the expectations. The music, the styling, the freedom... Nothing beats it.

GRAND THEFT AUTO 3
GTA3's vast scope and tiny touches are some of the most impressive on PS2. So little time, so much trouble to cause.
92

FREEDOM FIGHTERS
Simply the best squad-based game on PS2. Games this complete are rare indeed. It's a thoroughly compelling experience.
92

SPLINTER CELL
The ultimate boys-with-toys action adventure that makes the leap to PS2 seem effortless.
91

DEVIL MAY CRY
A brilliant ad for PS2, but it lacks the long-term appeal of an all time classic. Out now on Platinum, so give it a go.
90

BOUNCER, THE 56%
Publisher Issue
Cheap and pretty with legions of machines

CEL DAMAGE OVERDRIVE 50%
Publisher Issue
Flat and messy, but hey, it's cheap

CENTRE COURT: HARD HITTER 2 62%
Publisher Issue
Underwhelming and flawed

CHAOS LEGION 86%
Publisher> Issue>
Great Japanese action/shooter that trounces DMC2

CHOPLIFTER: CRISIS SHIELD 85%
Publisher Issue
Ill-balanced, stressful, throwaway gaming

CIRCUS MAXIMUS: CHARIOT WARS 55%
Publisher Issue
Gimmicky racer with paper-thin novelty value

CITY CRISIS 62%
Publisher Issue
The lack of variety extinguishes the long-term appeal

CLOCK TOWER 3 59%
Publisher Issue
Some nice touches, but limited gameplay

COLIN MCRAE RALLY 04 92%
Publisher Issue
If you've any interest in rally games, you should get this

COMMANDOS 2: MEN OF COURAGE 79%
Publisher Issue
A gripping balance of action and strategy

CONFLICT: DESERT STORM 78%
Publisher Issue
Bags of potential undermined by stupid errors

CONFLICT DESERT STORM 2 88%
Publisher> Issue>
Everything the last game was and more

CONFLICT ZONE 79%
Publisher Issue
Cheap and pretty with legions of machines

CONTRA: SHATTERED SOLDIER 52%
Publisher Konami Europe Issue #??
It's a classic – but then so was *Warlords of Atlantis*

CRASH BANDICOOT: THE WRATH OF CORTEX 66%
Publisher Vivendi Issue #??
Next-gen reworking of Crash is 32-bit past glories

CRAZY TAXI 80%
Publisher Acclaim Issue #??
An incredibly addictive, albeit short, arcade hoot

CRICKET 2002 41%
Publisher EA Issue #??
A ham-fisted effort that's rotten to look at and to play

DAKAR 2 50%
Publisher Acclaim Issue #??
One for Clarkson-esque obsessives only

DANCING STAGE MEGAMIX 85%
Publisher Konami Europe Issue #??
Get a mat and bop till you drop

DARK ANGEL 45%
Publisher Vivendi Universal Issue #??
Repetitive, dull and frustrating

DARK CHRONICLE 90%
Publisher Level-5 Issue #??
Unadulterated class

DARK CLOUD 81%
Publisher Sony Issue #??
Manages to mould RPGs into something refreshing

DARK SUMMIT 56%
Publisher THQ Issue #??
Off track, off kilter, but a good stab at something different

DAVE MIRRA FREESTYLE BMX 2 76%
Publisher Acclaim Issue #??
Bugs aside, this still has some impressive moves on PS2

DEAD OR ALIVE 2 83%
Publisher TECMO Issue #??
Comic bosoms are no substitute for two-player scraps

DEAD TO RIGHTS 70%
Publisher ?? Issue #??
Plenty of action, but no real flair

DEFENDER 76%
Publisher Midway Issue #??
Solid, frantic and ponderous

DEF JAM VENDETTA 75%
Publisher EA Issue #??
A very entertaining chunk of wrestling action

DEUS EX: THE CONSPIRACY 88%
Publisher Eidos Issue #??
Clever, pacey and plot-heavy. Most detailed FPS yet

DEVIL MAY CRY 90%
Publisher Capcom Issue #??
Blindingly gorgeous and cracking to play

DEVIL MAY CRY 2 72%
Publisher Capcom Issue #??
Not as cool or as polished as the first one

DIE HARD VENDETTA 54%
Publisher Vivendi Issue #??
Excruciatingly sub-par FPS action

DINO STALKER 58%
Publisher Capcom Issue #??
Capcom's best lightgun game yet, but still too lumbering

DISNEY'S EXTREME SKATE ADVENTURE 78%
Publisher Disney Issue #??
Multi-layered all the way through for gamers of all tastes

DISNEY'S STITCH: EXPERIMENT 626 64%
Publisher Disney Issue #??
A capable and enjoyable platformer if you're six

DONALD DUCK PK 64%
Publisher Ubi Soft Issue #??
Not quite the turkey we expected

DOWNFORCE 64%
Publisher ?? Issue #??
Adequate F1 racing, but a little too predictable

DRAGON BALL Z: BUDOKAI 60%
Publisher Atari Issue #??
Competent enough, but won't impress non-fans

DRAGON RAGE 43%
Publisher SCi Issue #??
Uninspiring, prosaic and lifeless

DRAKAN: THE ANCIENTS' GATES 75%
Publisher Sony Issue #??
Cracking adventure, but seen-it-all-before gameplay

DRIVEN 46%
Publisher Bam! Entertainment Issue #??
Dumb, vacuous, tired and shallow

DRIVING EMOTION TYPE-S 57%
Publisher Square Issue #??
Over-realistic handling makes it damn near unplayable

DR MUTO 59%
Publisher Midway Issue #??
A valid attempt, but not a patch on *R&C*

DROME RACERS 50%
Publisher EA Issue #??
The Sunny Delight of futuristic racers

DROPSHIP 75%
Publisher Sony Issue #??
An explosive title with a frustrating difficulty level

DYNASTY WARRIORS 3: XTREME LEGENDS 69%
Publisher Koei Issue #??
Hazzard-A! but great mass combat

DYNASTY WARRIORS 4 80%
Publisher Koei Issue #??
An absolute must for fans of strategy and beat-em-up alike

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE 52%
Publisher Sega Issue #??
Illogical puzzles and missions – distinctly average stuff

EGGO MANIA 40%
Publisher Kemco Issue #??
Pointless resume of the old puzzle-game mainstays

EJAY CLUBWORLD 84%
Publisher Empire Interactive Issue #??
A solid, fuss-free choice for the amateur DJ

ENDGAME 49%
Publisher Titus Issue #??
Hackneyed lightgun game with no replay value

ENTER THE MATRIX 81%
Publisher Atari Issue #??
Flawed, but rewarding, action-heavy experience

EOE: EVE OF EXTINCTION 71%
Publisher Eidos Issue #??
Fun at times, but mainly boringly familiar

EPHEMERAL FANTASIA 84%
Publisher Konami Issue #??
Smells of entertainment rather than drudgery

ESCAPE FROM MONKEY ISLAND 82%
Publisher Activision Issue #??
Thoughtful, funny and addictively gentle

ESPN NBA 2NIGHT 2002 72%
Publisher Konami Issue #??
Great graphics, but it still lags behind the NBA series

ESPN INTERNATIONAL TRACK & FIELD 63%
Publisher Konami Issue #??
A jolt of beriami can't save it from looking tired

ESPN INTERNATIONAL WINTER SPORTS 55%
Publisher Konami Issue #??
Immaculate presentation but lacks any variety

ESPN NATIONAL HOCKEY NIGHT 68%
Publisher Konami Issue #??
Bang up-to-date. Marred by the character stats

ESPN X GAMES SKATEBOARDING 62%
Publisher Konami Issue #??
A flawed compromise of reality and fantasy

ESPN WINTER X GAMES SNOWBOARDING 70%
Publisher Konami Issue #??
The unforgiving learning curve may put the curious off

ESPN WINTER X GAMES SNOWBOARDING 2 69%
Publisher Konami Issue #??
The authenticity's admirable, but the Career mode isn't

EVERBLUE 2 56%
Publisher Capcom Europe Issue #??
Strangely compelling but not exactly exciting

EVIL DEAD: A FISTFUL OF BOOMSTICK 68%
Publisher THQ Issue #??
Retains some humour, but fails to be more than average

EVOLUTION SKATEBOARDING 54%
Publisher Konami Issue #??
Another average game made marginally worse

EVOLUTION SNOWBOARDING 43%
Publisher Konami Issue #??
A bad idea, poorly executed

EXTERMINATION 78%
Publisher Sony Issue #??
Action, gunplay and panic, despite an unoriginal story

EXTREME-G 3 60%
Publisher Acclaim Issue #??
Close, but absolutely miles away at the same time

EYE TOY: PLAY 82%
Publisher SCEE Issue #??
A fantastic combination of peripheral and game

F1 2002 84%
Publisher EA Issue #??
One of the most accessible simulators we've seen

FANTAVISION 85%
Publisher SCEE Issue #??
BEST PUZZLE TITLE It lacks variety, but it's fabulous fun

FELLOWSHIP OF THE RING, THE 70%
Publisher Vivendi Universal Issue #??
A half-decent attempt to do this epic tale justice

FERRARI F355 CHALLENGE 67%
Publisher SCEE Issue #??
A stylish effort that's just too damn hard for its own good

FIFA 2003 81%
Publisher EA Issue #??
A refreshing alternative. Huge improvement on 2002

FINAL FANTASY 10 97%
Publisher SCEE Issue #??
BEST RPG The game that all the others want to be

FINAL FANTASY 10-2 83%
Publisher EA Issue #??
Smart and good looking, but not as compelling as *FF10*

FIREBLADE 68%
Publisher Midway Issue #??
Thrilling early on, but slack gameplay in stealth mode

FORMULA ONE 2001 84%
Publisher Sony Issue #??
A rewarding challenge for anyone willing to rise to it

FORMULA ONE 2002 68%
Publisher SCEE Issue #??
The most complete package, let down by stupid errors

FORMULA ONE 2003 83%
Publisher SCEE Issue #??
A truly outstanding racing game

F1 CAREER CHALLENGE 58%
Publisher EA Issue #??
It does nothing new and nothing old well. So why bother?

F1 RACING CHAMPIONSHIP 66%
Publisher Ubi Soft Issue #??
Fine – just don't expect too much of it

FREAK OUT 79%
Publisher Wings Act Media Issue #??
Nearly a classic – but repetitive with a short lifespan

THE TOP 5... EXTREME SPORTS

1. TONY HAWKS PRO SKATER 4
Activision

Despite not having the impact of *Pro Skater 3*, we suggest you get this updated version first...

TONY HAWK'S PRO SKATER 3 96
Out now on Platinum – which is why we're continuing to recommend it here. It's a divinely pitched challenge. Get it in

SSX TRICKY 95
Edgy, funky, cool – outrageously compulsive gameplay and riotous effects slam *SSX* to the precipice of perfection.

AGGRESSIVE INLINE 83
Huge, entertaining and engrossing – a bit more shine could have made this a real contender to the *Hawk* crown.

AIRBLADE 77
Frustrating, but fun. More attention to the Story mode could have made this the *Driver* to *THPS*'s *Gran Turismo*.

FREEDOM FIGHTERS 92%
Publisher EA Issue #??
An utterly compelling experience

FREEKSTYLE 59%
Publisher THQ Issue #??
A pastiche of *SSX* without the originality or depth

FREESTYLE METAL X 74%
Publisher EA Issue #??
Poodle around on a motorbike to the strains of Motorhead

FREQUENCY 64%
Publisher SCEE Issue #??
Fast and furious button-mashing

FUR FIGHTERS 86%
Publisher Acclaim Issue #??
BEST SHOOT 'EM UP Lots humour and extras

FUTURAMA 75%
Publisher EA Issue #??
Nowhere near as bad as you'd expect – and far funnier

G1 JOCKEY 3 43%
Publisher Koei UK Issue #??
For horse loving number crunchers only

GALERIANS: ASH 50%
Publisher Virgin Bet Issue #??
Little more than a prolonged, dull runabout

GETAWAY, THE 78%
Publisher SCEE Issue #??
A fearsome achievement hampered by flawed controls

GHOST RECON 65%
Publisher Ubi Soft Issue #??
Great tension, but slow and largely uneventful

GIANTS: CITIZEN KABUTO 80%
Publisher Interplay Issue #??
Good level design and the novelty of playing as three sides

GIFT 51%
Publisher Acclaim Issue #??
More "playable" and less "weird" would've helped

GITAROO MAN 79%
Publisher THQ Issue #??
Rhythm action the way it should be

THE TOP 5... BEAT-EM-UP

1. SOUL CALIBUR 2
Publisher> Namco

Not out in the UK yet but widespread on moody disc, this is the ultimate fighter. Cool predictable excellence.

TEKKEN 4 90
Very little else everything than the stop-gap Tournament title. Characters, environments... it fulfills its contract to the letter.

VIRTUA FIGHTER EVOLUTION 87
Fixes issues and adds characters to the non *Evo* game. Remarkable for its Kumite 'train your fighter' mode.

ROCKY 84
Probably the best movie licence game ever. Fight all the characters from the movies in a brilliant boxing sim.

GUILTY GEAR X2 84
2D ultra-fighting at its most extreme and barmy. Looks shonky but plays like a charm, if strictly for the hardcore.

MORE REVIEWS OVER THE PAGE...

THE TOP 5... OVERALL TITLES

1 DANCING STAGE MEGAMIX

Publisher: Konami Europe

85

OK, so small children and ladies love it, but don't be afraid to shake your ass to the ultimate PS2 party game

FANTAVISION — A 'dawn of the PS2' game that combined simple, innovative select-and-click puzzle gameplay with ace firework graphics — 85

EYETOY: PLAY — An astounding piece of kit with games that will appeal to everyone from the hardcore gamer to the hardcore gamer's mum — 82

GITAROO MAN — The best rhythm action game, bar none Dead simple, but dead good – it's guaranteed to raise a chortle — 79

SUPER BUST-A-MOVE — Older than the hills, and totally unimproved in this PS2 version It's still the best two-player puzzle game ever — 78

GRANDIA 2 45%
Publisher: UbiSoft Issue: 23
Dated and dire The combat system is utterly wasted

GRAND PRIX CHALLENGE 85%
Publisher: Atari Issue: 33
A playable and beautifully realised racer

GRAND THEFT AUTO 3 92%
Publisher: Take 2 Issue: 36
Amoral And the attention to detail keeps you hooked

GRAND THEFT AUTO: VICE CITY 97%
Publisher: Rockstar Games Issue: 49
BEST ACTION TITLE The best that videogaming can offer

GRAN TURISMO 3 93%
Publisher: Sony Issue: 43
BEST RACING TITLE Astounds and challenges

GRAN TURISMO CONCEPT 2002 TOKYO-GENEVA 79%
Publisher: SCEE Issue: 45
Dumbed down version of *GT3*: short but playable

GRAVITY GAMES BIKE: STREET VERT DIRT 48%
Publisher: Midway Issue: 28
Too hard, too restrictive and not enough initiative

GREAT ESCAPE, THE 73%
Publisher: Issue: 39
A solid game, and a worthy homage to a great movie

G-SURFERS 49%
Publisher: Midas Issue: 36
Spend 40 quid on a Scalextric kit instead

GTC: AFRICA 74%
Publisher: Wanadoo Issue: 36
Lovely to look at, but uninspiring to play

GUILTY GEAR X2 84%
Publisher: Big Ben Interactive Issue: 35
Outrageously creative with perfectly well-balanced combat

GUMBALL 3000 73%
Publisher: Issue: 29
Superfast road racing that's fun while it lasts

GUNDAM: FEDERATION VS ZEON 39%
Publisher: Atari Issue: 29
Shallow, repetitive, tired and relentlessly tedious

GUNFIGHTER 2: REVENGE OF JESSE JAMES 40%
Publisher: UbiSoft Issue: 35
Riddled with flaws and boring to boot

GUNGRAVE 68%
Publisher: Activision Issue: 30
Big fun, but tiny, *tiny* gameplay

GUN GRIFFON BLAZE 70%
Publisher: Virgin Issue: 36
Big respect from us

HALF-LIFE 90%
Publisher: Vivendi Issue: 16
If you've not played it on PC it's a must

HARRY POTTER AND THE CHAMBER OF SECRETS 65%
Publisher: EA Issue: 31
A good-looking game that'll satisfy Potter fans

HAVEN: CALL OF THE KING 81%
Publisher: Midway Issue: 29
Excellent ideas in need of some pruning

HEADHUNTER 81%
Publisher: Sony Issue: 19
An action adventure of Hollywood proportions

HERDY GERDY 69%
Publisher: Eidos Issue: 21
Lovely, aggravating and unfair action strategy game

HIGH HEAT MAJOR LEAGUE BASEBALL 71%
Publisher: 3DO Issue: 24
Scrappy delivery and monkey animation conceal a tasty sim

HITMAN 2: SILENT ASSASSIN 89%
Publisher: Eidos Issue: 28
A rock-solid, free-form adventure

HOTWHEELS VELOCITY X MAXIMUM JUSTICE 51%
Publisher: THQ Issue: 43
A pleasant enough way of spending a couple of hours

HULK, THE 70%
Publisher: Vivendi Issue: 38
A greenish, goon-crumpling extravaganza

ICO 85%
Publisher: SCEA Issue: 47
Strikes new ground for creative gaming Less is more

INDIANA JONES AND THE EMPEROR'S TOMB 80%
Publisher: Activision Issue: 39
A rip-roaring adventure that's all-out action

INDYCAR SERIES 49%
Publisher: Codemasters Issue: 37
Dull, ugly, frustrating and circular

INTERNATIONAL CUE CLUB 56%
Publisher: Midas Interactive Issue: 27
No PS2 magic here, but at £15 a pop, who cares?

ISLAND EXTREME STUNTS 65%
Publisher: SCEE Issue: 35
Finally – a game that's both For Children and Pretty Good

ISS3 78%
Publisher: Konami Issue: 34
A great little game of football

ITALIAN JOB: LA HEIST, THE 51%
Publisher: Eidos Issue: 40
If you had nothing better to do, you'd choose nothing

JADE COCOON 2 70%
Publisher: UbiSoft Issue: 32
Solid enough critter-battling gameplay

JAK & DAXTER 85%
Publisher: Sony Issue: 31
Massive, gently enthralling and fun

JAK 2: RENEGADE 93%
Publisher: Sony Issue: 40
BEST PLATFORMER Sugar-blasted collection of pure greatness

JAMES BOND 007 IN AGENT UNDER FIRE 88%
Publisher: EA Issue: 35
Every element thrown in so fast you can't help but enjoy it

JAMES BOND 007 IN... NIGHTFIRE 78%
Publisher: EA Issue: 50
Agent Under Fire reheated

JET SKI RIDERS 38%
Publisher: Eidos Issue: 18
About as half as good as *Splashdown* in every respect

JONNY MOSELEY MAD TRIX 38%
Publisher: 989 Issue: 26
About as mad as a pair of brown brogues Very dull

JUDGE DREDD: DREDD VS DEATH 83%
Publisher: Vivendi Issue: 40
A great depiction of our favourite fascist, but way too short

JUNGLE BOOK GROOVE PARTY 50%
Publisher: UbiSoft Issue: 30
Tiny Disney fans will enjoy it, however briefly

JURASSIC PARK: OPERATION GENESIS 61%
Publisher: Vivendi Issue: 34
Classy but short-lived

KENGO 50%
Publisher: Ubi Soft Issue: 05
This could've been something special, instead it's dull

KELLY SLATER'S PRO SURFER 75%
Publisher: Activision Issue: 28
Slickly-produced, hard-working water-borne fun

KESSEN 2 66%
Publisher: KOEI Issue: 20
Looks epic but lacks depth One for RTS fans

KINGDOM HEARTS 88%
Publisher: SCEI Issue: 29
Instantly accessible and beautifully realised

KING'S FIELD: THE ANCIENT CITY 54%
Publisher: Metro3D Inc Issue: 24
Moody and incompetent RPG – only for hardcore fans

KLONOA 2 73%
Publisher: Namco Issue: 30
Visually beautiful with well-machined gameplay

KNOCKOUT KINGS 2001 1
Publisher: EA Issue: 01
Compromised by some nasty graphical glitches

KNOCKOUT KINGS 2002 63%
Publisher: EA Issue: 21
Combines arcade thrills and simulation depth

KURI KURI MIX 1
Publisher: Empire Interactive Issue: 10
Proves that puzzlers don't have to be about blocks

LEGAIA 2: DUEL SAGA 52%
Publisher: Eidos Issue: 28
Attempts to put a new spin on the RPG, but fails short

LEGENDS OF WRESTLING 2 68%
Publisher: Acclaim Issue: 32
One for hardcore wrestling fans only

LEGION: LEGEND OF EXCALIBUR 70%
Publisher: Midway Issue: 29
Satisfactory, if flawed – a good, solid fantasy, though

LEGO RACERS 2 42%
Publisher: Lego Software Issue: 18
Simple racing for tots with some decent construction

LE MANS 24 HOURS 73%
Publisher: EA Issue: 42
Can't compete with *GT3* in an already crowded field

LETHAL SKIES 63%
Publisher: THQ Issue: 29
More Fokker than Eagle, this flawed flier fails to take off

LE TOUR DE FRANCE 75%
Publisher: Konami Issue: 27
Engaging, but not to everyone's taste

LE TOUR DE FRANCE: CENTENARY EDITION 71%
Publisher: Konami Issue: 36
An enjoyable arcade-style racer

LMA MANAGER 2003 84%
Publisher: Codemasters Issue: 50
Fabulously well implemented and easy to grasp

LONDON RACER: WORLD CHALLENGE 59%
Publisher: Davilex Issue: 40
Good fun, but graphically takes a giant leap backwards

LOONY TUNES SPACE RACE 65%
Publisher: Atari Issue: 18
A simple game, but provides smooth thrills and giggles

LORD OF THE RINGS: THE TWO TOWERS 76%
Publisher: EA Issue: 29
A bit simplistic and repetitive

LOTUS CHALLENGE 60%
Publisher: Ecan Interactive Issue: 18
Cloying controls + poor racing – lacklustre experience

MACE GRIFFIN: BOUNTY HUNTER 79%
Publisher: Vivendi Universal Issue: 38
Mace triumphs thanks to its sharp ideas and styles

MADDEN NFL 2004 87%
Publisher: EA Issue: 40
A sprawling, complex, yet absurdly playable Madden game

MAD MAESTROS 70%
Publisher: Eidos Issue: 22
Entertaining, but not as inventive as *Gitaroo Man*

MARK OF KRI, THE 74%
Publisher: SCEA Issue: 43
A decent attempt at improving on the hack 'n slasher

MARVEL VS CAPCOM 2 84%
Publisher: Capcom Issue: 28
Brilliant fun with a frighteningly deep fighting system

MASTER RALLYE 55%
Publisher: Microids Issue: 24
Fun but flawed – it smacks of an early release

MAXIMO 84%
Publisher: Konami Issue: 20
Ace for hardcore gamers, but very tricky in places

MAX PAYNE 82%
Publisher: Take 2 Issue: 39
Stylish, dark and violent but marred by ropey looks

MDK2 ARMAGEDDON 76%
Publisher: Interplay Issue: 09
Some inventive ideas let down by basic design flaws

MEDAL OF HONOR: FRONTLINE 89%
Publisher: EA Issue: 43
A supremely atmospheric and absorbing experience

MEN IN BLACK 2: ALIEN ESCAPE 42%
Publisher: Atari Issue: 26
A rough shoot-em-up that does nothing new

METAL GEAR SOLID 2 96%
Publisher: Konami Issue: 20
Worth every bit of the hype

METAL GEAR SOLID 2: SUBSTANCE 78%
Publisher: Konami Issue: 33
Great for those who've not played *MGS 1*

METAL SLUG 3 74%
Publisher: Ignition Issue: 39
A hugely enjoyable 2D blaster

MICRO MACHINES 59%
Publisher: Atari Issue: 30
A game of its time – which was about seven years ago

MIDNIGHT CLUB 2 80%
Publisher: Rockstar Issue: 37
Superb online play, but merciless solo player

MIKE TYSON HEAVYWEIGHT BOXING 61%
Publisher: Codemasters Issue: 22
No match for *Knockout*

MINORITY REPORT 60%
Publisher: Activision Issue: 33
Clever effects, but it's all over in a few hours

MONSTERS, INC 41%
Publisher: Sony Issue: 18
Cunning use of cutscenes doesn't make a decent game

MORTAL KOMBAT: DEADLY ALLIANCE 85%
Publisher: Midway Issue: 33
A big surprise and a big score

MOTO GP3 74%
Publisher: THQ Issue: 35
Solid, good-looking racing, but lacks real depth

MOTOR MAYHEM 63%
Publisher: Atari Issue: 19
Dumb knockabout fun – like a diet version of *Twisted Metal*

THE TOP 5... DRIVING

1 GRAN TURISMO 3

Publisher: Sony

93

The most compelling racing experience yet – a game you can truly sink your teeth into Nothing can touch it Yet.

COLIN MCRAE RALLY 04 — A defining moment for rally games Everything has really come together for 04 If you like rallying, get it — 92

BURNOUT 2: POINT OF IMPACT — Beautiful, emotional racing that you have to play to appreciate A classic idea, superbly implemented. — 91

BURNOUT — Offers the hardest, most gruelling arcade thrills this side of playing *Outrun* with a gun held up to your head. — 88

NEED FOR SPEED — Car fetishism, adrenaline-scorched racing and a great cop chase mode in one handy package Close to perfect. — 88

PRO EVOLUTION SOCCER 2

MR GOLF 56%
Publisher Midas Games Issue #33
Stranded between adult depth and childish glee

MR MOSKEETO 52%
Publisher Eidos Issue #22
Odd, boring and average More strange than fun

MTV MUSIC GENERATOR 2 90%
Publisher Codemasters Issue #10
If there's music in your soul, this disc belongs in your PS2

MUMMY RETURNS, THE 46%
Publisher Vivendi Issue #21
Flawed controls and stilted gameplay Not fun

MUSIC 3000 81%
Publisher Jester Interactive Issue #35
Leagues ahead of the competition, but mightily complex

MX 2002 78%
Publisher THQ Issue #14
Not the fusion of racer and sim that it tries to be

MX RIDER 62%
Publisher Acclaim Issue #34
An ordinary addition to an ordinary racing genre

MX SUPERFLY 72%
Publisher THQ Issue #33
Better than *Freekstyle* – but not the best

MYSTIC HEROES 67%
Publisher Koei UK Issue #22
Like *Dynasty Warriors* without the sharp edges

NBA 2K3 70%
Publisher Sega Issue #35
Intelligent and sophisticated b-ball sim

NBA LIVE 2003 82%
Publisher EA Issue #33
Not perfect, but going in the right direction

NBA HOOPZ 70%
Publisher Midway Issue #40
As fun as the *NBA Jam* series ever was

NBA STREET VOL2 85%
Publisher EA Issue #35
Basketball – but without the rules

NEED FOR SPEED 88%
Publisher EA Issue #26
Adrenaline-scorched racing

NEXT GENERATION TENNIS 2003 55%
Publisher Infogrames Issue #36
An adequate tennis game with plenty of play options

NFL 2K3 78%
Publisher Acclaim Issue #35
Accomplished, but perhaps a little difficult for casual gamers

NHL 2003 69%
Publisher EA Issue #26
No spark, not much fun

NHL HITZ 2003 80%
Publisher Midway Issue #36
A solid-hitting hockey game

NINJA ASSAULT 71%
Publisher SCEE Issue #32
Entertaining enough, but comes up short everywhere

NO ONE LIVES FOREVER 71%
Publisher Vivendi Universal Issue #21
Big, diverse, but hampered by falling on the stealth elements

NY RACE 40%
Publisher Wanadoo Issue #21
Manages to enrage and bore at the same time

ONI 62%
Publisher Take 2 Issue #07
Hi-tech combat lost in dull environments

ONIMUSHA 2 89%
Publisher Capcom Issue #29
Great combat, beautiful effects and diverting puzzles

OPERATION WINBACK 68%
Publisher KOEI Issue #06
Compelling, but nowhere near *MGS2*

ORPHEN 56%
Publisher Activision Issue #04
A brash attempt to defy RPG with facile gameplay

PAC-MAN WORLD 2 75%
Publisher SCEE Issue #35
Good platforming, but Pac's yesterday's man

PARAPPA THE RAPPER 2 78%
Publisher Sony Issue #28
Sherbet flavoured antidote to everything bleak on PS2

PARIS-DAKAR RALLY 60%
Publisher Acclaim Issue #14
Intriguing racer with uninspired and tepid presentation

PENNY RACERS 43%
Publisher Midas Issue #06
A bright and solid dinky racer Cheap as well

PETER PAN: LEGEND OF NEVERLAND 50%
Publisher Sony Issue #20
A decent adventure for pre-school sprogs

PIGLET'S BIG GAME 60%
Publisher Konami Games Issue #36
Just enough gameplay huggability to tempt grown-ups

POLICE 24/7 49%
Publisher Konami Issue #15
Only a pathetic 14 minutes long in Story mode

PIRATES: LEGEND OF BLACK KAT
Publisher Issue #21
When did action adventure games get this lazy?

POLICE 24/7 49%
Publisher Konami Issue
Only a pathetic 14 minutes long in Story mode

POOL MASTER 45%
Publisher Take 2 Issue #07
Skimps in the areas it should be concentrating on

PORTAL RUNNER 55%
Publisher SCEE Issue #16
Masks solid platforming behind unbalanced level design

PREMIER MANAGER 80%
Publisher Zoo Digital Publishing Issue #31
A stress-free introduction to football management

PRIDE FC 75%
Publisher THQ Issue #34
Slightly ponderous, but impressively strategic

PRIMAL 79%
Publisher SCEE Issue #31
Afternoon-stealing fun

PRISONER OF WAR 73%
Publisher Codemasters Issue #28
Good idea and atmosphere – but slow moving

PRO EVOLUTION SOCCER 2 94%
Publisher Konami Issue #29
LIKE FOOTY? GET THIS Konami retain the footy crown

PROJECT EDEN 86%
Publisher Eidos Issue #14
A rare combination of brains and guns – looks good, too

PRO RALLY 2002 68%
Publisher Ubi Soft Issue #22
Passable induction to rallying, but not as good as *WRC*

QUAKE 3 REVOLUTION 85%
Publisher Bullfrog Issue #08
Bridging the gap between *Unreal* and *TimeSplitters*

RALLY CHAMPIONSHIP 56%
Publisher SCI Issue #24
An average game with the occasional bad bit

RALLY FUSION: RACE OF CHAMPIONS 68%
Publisher Activision Issue #29
One of the better B-list rally games

RATCHET & CLANK 91%
Publisher SCEE Issue #29
A labour of love on every crafted level

RAYMAN 48%
Publisher Ubi Soft Issue #16
A blend of racer/platform/shooter, and a right mess, too

RAYMAN REVOLUTION 68%
Publisher Ubi Soft Issue #05
The characters are for kids, the gameplay's for adults

RAYMAN 3: HOODLUM HAVOC 80%
Publisher Ubi Soft Issue #34
Addictive, frustrating but invariably fun

RC REVENGE PRO 56%
Publisher Acclaim Issue #04
A diverting racer that doesn't take itself too seriously

READY 2 RUMBLE: ROUND 2 82%
Publisher Midway Issue #04
Boxing that looks good and makes you laugh

RED CARD 80%
Publisher Midway Issue #26
Arcade-paced action – not as good as *Pro Evolution*

RED FACTION 88%
Publisher THQ Issue #31
An entertaining action adventure that's not without flaws

RED FACTION 2 85%
Publisher THQ Issue #29
An enjoyably brainless, highly destructive romp

REIGN OF FIRE 71%
Publisher Bam! Entertainment Issue #30
A flight sim with scales

RESIDENT EVIL CODE: VERONICA X 80%
Publisher Capcom Issue #35
This revisit to zombie hell is familiar, but scary, stuff

RESIDENT EVIL: DEAD AIM 68%
Publisher Capcom Issue #27
An intuitive control system and bags of atmosphere

RESIDENT EVIL SURVIVOR 2 CODE: VERONICA 41%
Publisher Capcom Issue #20
Slow, tedious and about as chilling as a week-old kitten

RETURN TO CASTLE WOLFENSTEIN OPERATION RESURRECTION 80%
Publisher Activision Issue #38
A competent, sturdy shooter

REZ 66%
Publisher Sony Issue #18
Clever, but not half as innovative as it thinks it is

RIDGE RACER 5 72%
Publisher Namco Issue #01
Fast, undeniably attractive and always fun to play

RIDING SPIRITS 46%
Publisher Bam! Entertainment Issue #29
Fairly reasonable motorbike jaunt, but quite frustrating

RING OF RED 74%
Publisher Konami Issue #10
Lush battles and loads of strategy – a bit like chess

ROBOTECH: BATTLECRY 69%
Publisher TDK Mediactive Issue #30
Possibly the best-looking cartoon robot game out there

ROBOT WARLORDS 46%
Publisher Midas Interactive Issue #08
A derivative title that's very average

ROBOT WARS: ARENAS OF DESTRUCTION 63%
Publisher BBC Issue #16
Panic action that'll leave you grinning

ROCKY 84%
Publisher Rage Issue #22
Wins on points and nostalgia value

RTX RED ROCK 55%
Publisher LucasArts Issue #36
Another hum-drum climb-ladders, solve-puzzles effort

RUGBY 80%
Publisher EA Issue #10
A damn fine – if a little simple at times – game of rugby

RUGBY 2004 84%
Publisher EA Issue #40
A mean game held back by unconvincing player movement

RUMBLE RACING 76%
Publisher EA Issue #10
Arcade-style knockabout racing at its idiotic best

RUNE: VIKING WARLORD 56%
Publisher Take 2 Issue #13
Visually inept at times, but still enough fun to interest

RYGAR: THE LEGENDARY ADVENTURE 78%
Publisher Tecmo Issue #35
A polished and enjoyable tale of Roman rivalry

SAMURAI 74%
Publisher Bam! Entertainment Issue #25
An excellent idea, reasonably well done

SAVAGE SKIES 67%
Publisher Big Ben Interactive Issue #34
Slightly bland air-based smoke-'em-up

SCOOBY-DOO: NIGHT OF 100 FRIGHTS 64%
Publisher THQ Issue #25
Competently designed, by-the-numbers platforming

SCRABBLE 2003 EDITION 64%
Publisher Ubi Soft Issue #29
You're better off playing the board version

SEEK & DESTROY 69%
Publisher Play It Issue #39
For this price, you'll not find a better shooter

SEGA BASS FISHING DUEL 55%
Publisher Acclaim Issue #35
Shallow, dull and humourless

THE TOP 5... FIRST-PERSON GAMES

Top Five

1 TIMESPLITTERS 2

Publisher> Eidos

95

Stunning multiplayer action PLUS a massive, varied single-player mode too
Funny, clever and exciting.

HALF-LIFE 2 90
Scratch then! Mega about it being an old PC game Yeah, but it's like the best PC game ever made Durrrr...

MEDAL OF HONOR: FRONTLINE 89
War can be hell It can also be a brilliant FPS Mid levels may plod, but early and late stages will astonish Excellent.

JAMES BOND AGENT UNDER FIRE 88
Nightfire may be newer and 'better' but we prefer the original Be Bond in a masterful and massive FPS adventure.

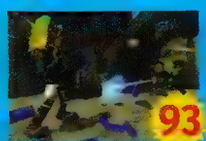
RED FACTION 2 85
Lower scoring than its brilliant for the time original, but definitely more refined, if still a little grimy round the edges.

THE TOP 5... PLATFORMERS

Top Five

1 JAK 2: RENEGADE

Publisher> SCEE



93

Vast, well-built and bursting with distractions How any other platformer can ever hope to match this is beyond us.

RATCHET & CLANK 91
Looks good, is expertly designed and has the most upgrades and options of any platformer, like, ever it rules.

JAK & DEXTER 85
Out on Platinum and, despite its whiffing of 'PS2 does good platform adventure', it looks great, and has some neat ideas.

MAXIMO 84
Ghosts'n'goblins for people who are really good at games Tough and good looking,, with a 'respect due' heritage.

SLY RACOON 80
Raccoon-shaded graphics and some neat level designs make the *Racoon* something slightly different And good.

MORE REVIEWS OVER THE PAGE...

THE TOP 5... SHOOT-EM-UPS

1 FUR FIGHTERS

Publisher> Acclaim

86

Packed with humour, stuff to do and plenty of extras Why can't all games be like this?

STAR WARS: STARFIGHTER
exciting and full of explosions – *Starfighter's* everything a *Star Wars* game should be. 85

STAR WARS: JEDI STARFIGHTER
An attractive plot-driven shoot-'em-up that's engaging, intuitive and great fun to play. 80

TWISTED METAL: BLACK
Fast, frenetic and a real puller We like the way its addictively sick carnage plays. 80

TIME CRISIS 2
conversion that eclipses the original Shooting things is as much fun as it ever was. 78

SHADOW HEARTS 60%
Publisher Midway Issue
Different in setting, clever in combat, but over-familiar

SHADOW MAN: 2ECOND COMING 60%
Publisher Acclaim Issue
Brave, enjoyable, but ultimately flawed

SHADOW OF MEMORIES 80%
Publisher Konami Issue
Play through it a few times to really appreciate it

SHIFTERS 40%
Publisher Sony Issue
Save your cash for *Onimusha 2*

SHINOBI 75%
Publisher Sega Issue
A worthy challenge for any gamer

SHOX 61%
Publisher Sony Issue

SHREK SUPER PARTY 58%
Publisher Activision Issue
Fine – with lots of friends and lots of alcohol

SILENT HILL 3 87%
Publisher Konami Issue
Lacks tension until the amazing last few hours

SILENT SCOPE 3 54%
Publisher> Konami Issue> #31
We completed this in four hours *Four hours*

SILPHEED 51%
Publisher> Working Design Issue> #03
Burns bright to the bitter, but quickly finished, end

SIMPSONS ROAD RAGE, THE 76%
Publisher Electronic Arts Issue
Feels lightweight next to *Crazy Taxi* But great design

SIMS, THE 85%
Publisher Electronic Arts Issue

SKY ODYSSEY 79%
Publisher Sony Issue
Hugely addictive with a real sensation of flight Chilled

SLAM TENNIS 77%
Publisher Ubi Soft Issue
Smart arcade-style tennis sim – similar to *Virtua Tennis*

SLED STORM 76%
Publisher Electronic Arts Issue
Very fast, very samey and too damn short

SLY RACCOON 80%
Publisher Sony Issue
Beautifully cel-shaded thief-em-up

SMASH CARS 54%
Publisher> Metro 3D Issue> #39
It looks nice, but there's no reason to get excited by it

SMASH COURT TENNIS: PRO TOURNAMENT 87%
Publisher Electronic Arts Issue
Up there with the best sports titles on PS2

SMUGGLER'S RUN 73%
Publisher> Take 2 Issue> #03
Not enough one-player depth to really engage

SMUGGLER'S RUN 2: HOSTILE TERRITORY 77%
Publisher Take 2 Issue
Too intense and samey

SOCOM: US NAVY SEALS 82%
Publisher> SCEA Issue> #30
Well worth a look, but you'll need broadband...

SOLDIER OF FORTUNE: GOLD EDITION 64%
Publisher Codemasters Issue
A PC port that's a fraction of the game it should be

SOS: THE FINAL ESCAPE 81%
Publisher Konami Issue
A well-balanced, gripping and funny action adventure

SOUL CALIBUR 2 93%
Publisher Namco Issue
BEST BEAT-EM-UP The Brad Pitt in the Fight Club that is PS2

SOUL REAVER 2 78%
Publisher Eidos Issue
A total revamp – not fresh but still tasty

SPEED KINGS 55%
Publisher Acclaim Issue
Fast, but frustrating – not nearly fun enough

SPIDER-MAN: THE MOVIE 70%
Publisher Activision Issue
Very hard in places, but still good fun

SPLASHDOWN 75%
Publisher Sony Issue
High-adrenaline racing can't atone for the lack of innovation

SPLASHDOWN 2: RIDERS GONE WILD 75%
Publisher THQ Issue
Arcade fun for racers not wanting the chore of gear change

SPLINTER CELL 91%

SPY HUNTER 79%
Publisher Midway Issue
A beautifully crafted thrill with an vast sense of style

SPYRO: ENTER THE DRAGONFLY 68%
Publisher Universal Interactive Issue
A tired, traditional platformer

SSX TRICKY 95%
Publisher> EA Issue> #16
Very cool Compulsive gameplay and riotous effects

STARSKY & HUTCH 77%
Publisher> Empire Issue> #38
Top entertainment in the co-op mode

STAR TREK VOYAGER: ELITE FORCE 75%
Publisher Codemasters Issue
Frayed around the edges, but it plays tightly enough

STAR WARS: BOUNTY HUNTER 62%
Publisher Activision Issue
Without the Star Wars link, you'd barely look twice

STAR WARS: JEDI STARFIGHTER 80%
Publisher Activision Issue
Accomplished, attractive, plot-driven and bloody good fun

STAR WARS: STARFIGHTER 85%
Publisher Activision Issue
Atmospheric, exciting, and full of explosions

STAR WARS: SUPER BOMBAD RACING 45%
Publisher Activision Issue
A flawed karter despite having a diddy Darth Maul

STARSKY & HUTCH
A round of golf with ludicrous cartoon characters

SX SUPERSTAR 53%
Publisher> Acclaim Issue> #38
Predictable, benign, non-event of a game

TAZ: WANTED 70%
Publisher Sony Issue
Great fun for a quick platforming fix

TD OVERDRIVE 64%
Publisher Atari Issue
Fast and fun, but lacks innovation

TEKKEN 4 90%
Publisher Sony Issue
The legend continues – but it's not as good as *Soul Calibur 2*

TEKKEN TAG TOURNAMENT 87%
Publisher Sony Issue
The genre-defining master of violence

TENCHU: WRATH OF HEAVEN 70%
Publisher Activision Issue
Good, but lacks attention to detail

THE TOP 5... FOOTY

1 PRO EVOLUTION SOCCER 2

Publisher> Konami

94

Despite it receiving a fraction less than its predecessor, if you don't own *Pro Evo*, get this first...

FIFA 2003
Cast aside your preconceptions finally a contender, and makes for a refreshing alternative. 81

RED CARD
More in-depth than the throat suggests, *Red Card* hovers on greatness – but can't quite last the full 90 minutes. 80

ISS 3
Altogether, it's a great little game of the arcade stakes, the licence of FIFA ultimately crushes its resolve. 78

THIS IS FOOTBALL 2003 74
dependable workman-like game of footy, with a vast amount of competitions and leagues

STAR WARS: THE CLONE WARS 69%
Publisher Activision Issue
A shameless tie-in with a few passable moments

STATE OF EMERGENCY 75%
Publisher Rockstar Issue

STREET FIGHTER EX3 79%
Publisher Capcom Issue
A worthwhile update of an elderly series

STREET HOOPS 64%
Publisher Activision Issue
Gameplay imbalance turns this into a 8-ball also-ran

STUNTMAN 74%
Publisher Ubi Soft Issue
Frustrating, but gripping gameplay

SUIKODEN 3 66%
Publisher> Konami Issue> #30
Without exciting CG or realtime battles, it falters

SUMMER HEAT BEACH VOLLEYBALL 56%
Publisher> Acclaim Issue> #39
Competent, but nothing more than a diversion

SUMMONER 70%
Publisher THQ Issue
A game with massive aspirations

SUMMONER 2 73%
Publisher THQ Issue
Usurps the original, but not much inspiration or invention

SUM OF ALL FEARS, THE 37%
Publisher Ubi Soft Issue

SUPER BUST-A-MOVE 78%
Publisher Acclaim Issue

SUPERMAN: SHADOW OF APOKOLIPS 48%
Publisher Atari Issue
Great hero, very average game

SUPER TRUCKS 45%
Publisher> Jester Interactive Issue> #22
Slow and bland – will only appeal to Super Truck fans

SWING AWAY GOLF 70%
Publisher> EA Issue> #05

TERMINATOR: DAWN OF FATE 49%
Publisher Atari Issue
Nicks all the best ideas from other games

TEST DRIVE: OFFROAD WIDE OPEN 44%
Publisher Infogrames Issue

THEME PARK WORLD 68%
Publisher Electronic Arts Issue
Capable of running itself without any help from you

THING, THE 83%
Publisher Vivendi Issue
A brilliant adaptation of a unique movie

THIS IS FOOTBALL 2003 74%
Publisher Sony Issue
Reasonable footy game, but an excellent player-manager

THUNDERHAWK: OPERATION PHOENIX 70%
Publisher Eidos Issue
An explosive charge into occupied territory

TIGER WOODS PGA TOUR 2004 81%
Publisher> EA Issue> #40
EA and Tiger bring home another winner

TIME CRISIS 2 78%
Publisher Sony Issue
A fantastic coin-op conversion

TIMESPLITTERS 2 95%
Publisher Eidos Issue
BEST FPS TITLE Well-balanced gameplay

TOCA RACE DRIVER 82%
Publisher Codemasters Issue

TOKYO XTREME RACER 38%
Publisher Crave Issue

TOKYO ROAD RACE 45%
Publisher Midas Issue
A beige cardigan of a game

TOMB RAIDER: THE ANGEL OF DARKNESS 58%
Publisher> Eidos Issue> #38
A plodding, fiddly and average action adventure

TONY HAWK'S PRO SKATER 3 96%

THE TOP 5... ALL TIME BEST

1 GRAND THEFT AUTO: VICE CITY

Publisher> Rockstar

97

Yes, it's PSM2's favourite game ever it's all about freedom, a great storyline and superlative gameplay.

SSX TRICKY
outrageously compulsive gameplay and riotous effects slam SSX to the precipice of perfection. 95

TIME SPLITTERS 2
One of the main devices for the removal of PSM2 spare time And single-player mode is cool too. 95

PRO EVOLUTION SOCCER 2
The best football game we've ever played – and still do play at least once a day It's no sim, but it's perfect. 94

TONY HAWK'S PRO SKATER 4
Better than *Tony 3* and pretty much at the peak of what can be done in a skateboarding game Until *THUG...* 94

Publisher> Activision Issue
BEST EXTREME SPORTS A brilliantly-realised challenge

TONY HAWK'S PRO SKATER 4 94%
Publisher> Activision Issue> #30
Free-roaming, tough and addictive

TOP GEAR DARE DEVIL 62%
Publisher Issue

TOP GUN: COMBAT ZONE 67%
Publisher Virgin Interactive Issue
Limited, low-level mission structure

TOTAL IMMERSION RACING 74%
Publisher> Empire Interactive Issue> #31

TRANSWORLD SURF 72%
Publisher> Atari Issue> #26

TREASURE PLANET 73%
Publisher> Sony Issue> #29
Not that polished, but not a decision you'd regret

TRIBES: AERIAL ASSAULT 74%
Publisher> Vivendi Issue> #37
The lumbering state of play is an aquired taste

TUROK EVOLUTION 71%
Publisher> Acclaim Issue> #27
A conventional shooter that replicates rather than innovates

TWISTED METAL BLACK 90%
Publisher> Sony Issue> #13
Fast and frenetic – we like the way this sick carnage plays

TY THE TASMANIAN TIGER 50%
Publisher> EA Issue> #29
Made with the most soulless corporate agenda in the world

UEFA CHALLENGE 56%
Publisher> Atari Issue> #12
Stilted animation and odd ball movement Shame

UEFA CHAMPIONS LEAGUE 2001/02 48%
Publisher> Take Two Issue> #18
A competent footy game overwhelmed by irritating flaws

UFC: THROWDOWN 75%
Publisher> Ubi Soft Issue> #27
A well-realised game offering something genuinely different

UNREAL TOURNAMENT 82%
Publisher> Infogrames Issue
Excellent single-player mode Fails badly in multiplayer

VAMPIRE NIGHTS 59%
Publisher> SCEE Issue> #21
A valiant attempt to extend the life of a lightgun shooter

VEXX 73%
Publisher> Acclaim Entertainment Issue> #34
Challenging, but bogged down with petty nuances

VICTORIOUS BOXERS 80%
Publisher> Empire Interactive Issue> #14
This realistic boxer falls just short of greatness

VIRTUA COP: ELITE EDITION 44%
Publisher> Acclaim Issue> #30
Looks as tired as it plays

VIRTUA FIGHTER 4 EVOLUTION 87%
Publisher Sega Issue #26
A much engrossing and accomplished fighter

VIRTUAL-ON: MARZ 56%
Publisher> Sega Issue> #39
Deceptively deep, but no match for the big boys

VIRTUA TENNIS 2 88%
Publisher Acclaim Issue
BEST SPORTS The most complete tennis game around

V-RALLY 3 81%
Publisher> Atari Issue> #24
A solid satisfying racer

WACKY RACES 63%
Publisher> Atari Issue> #11
Looks nice, but let down by some really annoying flaws

WAKEBOARDING UNLEASHED: FEATURING SHAUN MURRAY 65%
Publisher Activision Issue
Akin to *Hawks* on water – but not as good

WARHAMMER 40,000 NEW ENTRY 65%
Publisher> THQ Issue> #40
Nowhere near the top rank of FPS shooters

WAR OF THE MONSTERS 69%
Publisher> SCEE Issue
The annoyance cancels out the fun

WDL THUNDER TANKS 69%
Publisher> 3DO Issue> #06
It's basic and linear, but get into it and it's surprisingly fun

WEAKEST LINK, THE 60%
Publisher> Activision Issue> #16
Stinks of quality and does the job properly

WHO WANTS TO BE A MILLIONAIRE 2 53%
Publisher Eidos Issue #17
If you're having a crap party then rent this

WILD ARMS 3 71%
Publisher> Ubi Soft Issue> #33
Surprisingly non-plodding and punchy for a role player

WILD WILD RACING 71%
Publisher Rage Issue
Frustrating controls make this an exasperating ride

WIPEOUT FUSION 73%
Publisher> Sony Issue> #15
Other killer apps on PS2 relegate this to a shiny sequel

WOODY WOODPECKER: ESCAPE FROM BUZZ BUZZARD'S PARK 49%
Publisher> Cryo Issue> #30
Another squiffy cel-shaded platformer

WORLD CHAMPIONSHIP SNOOKER 2003 78%
Publisher> Codemasters Issue> #37
Bigger and better than the previous incarnations

WORLD RALLY CHAMPIONSHIP 2 85%
Publisher> Ubi Soft Issue> #29
A mish-mash of ideas that'seager to please, but more likely to annoy

WORMS BLAST 57%
Publisher> SCEE Issue> #21
One for true enthusiasts and no-one else

WRECKLESS: THE YAKUZA MISSIONS 38%
Publisher> Activision Issue> #30
Brainless, loud and daft

WTA TOUR TENNIS 36%
Publisher Konami Issue #24
Woefully inept attempt at tarting up dull tennis

WWE CRUSH HOUR 49%
Publisher THQ Issue #25
Buckets of enthusiasm, but way too basic and shallow

WWE SMACKDOWN! SHUT YOUR MOUTH 82%
Publisher> THQ Issue> #29
Astounding for fans, adequate for everyone else

WWF SMACKDOWN! JUST BRING IT 80%
Publisher THQ Issue #36
More a next-gen tweaking of *Know Your Role*

XGRA: EXTREME G RACING ASSOCIATION 75%
Publisher> Acclaim Issue #40
A nice attempt at dark, futuristic racing

X-MEN: NEXT DIMENSION 67%
Publisher> Activision Issue #31
A heroic effort, let down by an uneven fighting system

X-MEN: WOLVERINE'S REVENGE 75%
Publisher> Activision Issue> #36
Engrossing and addictive, but far inferior to *Splinter Cell*

X SQUAD 59%
Publisher Eidos Issue #06
Average Bland graphics and poor puzzles don't help

ZONE OF THE ENDERS 84%
Publisher> Konami Issue> #07
Short, but intense battling action

ZONE OF THE ENDERS: THE 2ND RUNNER 79%
Publisher> Konami Issue> #35
All the looks and depth of a photo of Heidi Klum

THE TOP 5... SPORTS

Top Five

1 VIRTUA TENNIS 2
Publisher> Acclaim

88
A brilliant PS2 game rather
By ditching the 'sim' guff, they've created a monster

MADDEN 2003 87
The ultimate American Football game if you've at least a passing interest in the sport, then this is for you

NBA STREET VOLUME 2 85
If you like your basketball with a hint of those Nike Freestyle ads, then you'll love this
got love for the street

TIGER WOODS PGA TOUR 2004 81
Like eating all the golf pie, then finding another slice in your beard Adds more
the best golf game on PS2.

RUGBY 80
Exactly what it says – a perfect recreation of rugby on your PS2 Looks good plays well
the art.

PHEW, THAT'S IT...

Now you know all the games worth buying and all the lemons you should avoid Don't buy a game until you've consulted PSM2 first Reckon your PS2 knowledge is a bit lacking? Then cut out these pages or carry them with you Always

THE WORST PS2 GAMES EVER MADE
PSM2'S BROWN ZONE

4X4 EVOLUTION 2 36%
Issue> #31 A jerky, coasting [illegible] of a game

18 WHEELER 36%
Issue> #19 Simplistic [illegible]

AIR RANGER RESCUE HELICOPTER 24%
Issue> #29 Feeble, do-good helicopter sim

ALPINE RACER 3 31%
Issue> #31 An utterly ganocle [illegible]

ARMY MEN: GREEN ROGUE 18%
Issue> #11 We'd rather dance on broken glass

ATLANTIS 3: THE NEW WORLD 19%
Issue> #21 This is a relic from a forgotten age

BUTT UGLY MARTIANS: ZOOM OR DOOM! 34%
Issue> #30 Faced with this, we choose doom

CHARLIE'S ANGELS 14%
Issue> #39 Even if it was given away, we'd feel robbed

CRASHED 31%
Issue> #28 Feels like a [illegible] racing game

DAVID BECKHAM SOCCER 24%
Issue> #24 A tragic, barely playable [illegible]

DISNEY'S DINOSAUR 35%
Issue> #05 Crap game of crap film

DNA: DARK NATIVE APOSTLE 37%
Issue> #16 Makes you work very hard to earn one gain

DONALD DUCK: QUACK ATTACK 29%
Issue> #06 Stunningly basic and enormously dull

ETERNAL RING 35%
Issue> #02 An unlikely [illegible] Square RPG, very poor

EVIL TWIN: CYPRIEN'S CHRONICLES 30%
Issue> #19 So French it hurts

FLINTSTONES, THE: VIVA ROCK VEGAS 13%
Issue> #18 An insult to anyone with hands and eyes

FRANK HERBERT'S DUNE 22%
Issue> #20 Remedial AI plus ham-fisted controls

FROGGER BEYOND 35%
Issue> #40 Too simplistic for adults, too difficult for kids

GAUNTLET 32%
Issue> #16 Play with friends so you can suffer it together

GODAI 26%
Issue> #25 Ninja by numbers Lack of attention to detail

GO GO GOLF 15%
Issue> #36 Try chasing [illegible] much more fun

GRADIUS 3 & 4 29%
Issue> #02 Like something your dad coughed up

HIDDEN INVASION 21%
Issue> #30 Pendulum repetitive [illegible] action

INTERNATIONAL LEAGUE SOCCER 07%
Issue> #12 The worst football game EVER

IRON ACES 2 17%
Issue> #20 Confusing travesty that looks terrible

JET ION GP 07%
Issue> #23 Here is the worst PS2 game ever made

KNIGHT RIDER 27%
Issue> #30 An ill-conceived and painful little game

LAKEMASTERS EX 36%
Issue> #22 Half the price of [illegible] and half the game

LARGO WINCH: EMPIRE UNDER THREAT 11%
Issue> #36 Smug, hateful character in a vile game

LONDON RACER 2 23%
Issue> #30 Drive, drive... thwunk Honestly, this is crap

MARY-KATE AND ASHLEY: SWEET 16 LICENSED TO DRIVE 33%
Issue> #36 This game is utter misery

MUSIC MAKER 23%
Issue> #19 Unintentionally hilarious

PERFECT ACE PRO TENNIS 38%
Issue> #38 An average tennis game that's way too basic

POLAROID PETE 35%
Issue> #18 Like a bad game from ten years ago

POWERPUFF GIRLS, THE 29%
Issue> #31 Only challenging for drooling toddlers

PRYZM: THE DARK UNICORN 15%
Issue> #30 We never want to play this again Ever.

RC SPORTS COPTER CHALLENGE 36%
Issue> #29 About as much fun as pulling your eyelashes out

RUNABOUT 3 22%
Issue> #30 The handling is frikkin' awful

SALT LAKE 2002 39%
Issue> #19 Lacks an arcader's punch of a sim's substance

SCORPION KING, THE: RISE OF THE AKKADIAN 23%
Issue> #29 Cack-handed combat

SEGA SOCCER SLAM 36%
Issue> #30 A lazy attempt at fun footy

SHADOW OF ZORRO 35%
Issue> #20 Too clumsy to even approach 'fun'

SHAUN PALMER'S PRO SNOWBOARDER 35%
Issue> #18 Lacks the flair and playability of its rivals

SIMPSONS SKATEBOARDING, THE 09%
Issue> #33 Worst Game Everrr Nearly.

SKY SURFER 29%
Issue> #06 Badly conceived and shoddily executed. Avoid

SPEED CHALLENGE: JACQUES VILLENEUVE'S RACING VISION 23%
Issue> #36 Monsieur Villeneuve needs better glasses.

STUNT GP 38%
Issue> #16 Don't bother playing it twice.

SUNNY GARCIA SURFING 33%
Issue> #21 Water, water everywhere... and what's the point

SUNNY GARCIA SURFING 33%
Issue> #21 Water, water everywhere... and what's the point

SUPERCAR STREET CHALLENGE 36%
Issue> #18 Spend £30 on *Burnout* instead

SURFING H30 32%
Issue> #05 Linear levels and weak graphics – a damp squib

SVEN-GORAN ERIKSSON'S WORLD CUP CHALLENGE 08%
Issue> #26 An absolute shocker

TETRIS WORLDS 32%
Issue> #23 Pointless fingering of an old-skool puzzler

TOP ANGLER 22%
Issue> #22 Plays like a damp dog.

TWIN CALIBER 32%
Issue> #28 Bendy limbed stupid auto-pilot shooter

USA RACER 37%
Issue> #36 Driving at its most tepid.

WARRIORS OF MIGHT & MAGIC 24%
Issue> #09 The terrible level design is just for starters...

WDL WAR JETZ 29%
Issue> #69 Love Hewitt-thin, inadequate gameplay

WHIRL TOUR 34%
Issue> #35 Scooters? Don't even go there

PLAYSTATION 2 MAGAZINE
PSM2

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PS2

プロヒント

FRY'LL OF WIGHT: It's bloody hard isn't it? These tips ought to help you out.

YOU DON'T DROWN BY FALLING IN THE WATER, YOU DROWN BY STAYING THERE.

DAN D

Risk is bad. No, not the board game currently being played with real countries by George Bush but the kind associated with games that don't slot into pre-defined genres or market segments. As a result, games are increasingly starting to look like cheat codes. No, really. Capcom's *Rogue Ops*? Press Lara Croft + *Splinter Cell* + *MGS2* + snow from *Hitman 2* at the boardroom approval screen. *Mission Impossible: Operation Surma*? *Splinter Cell* (x10).

Y'see, games are so expensive to make. Even mediocre titles like *Frogger Beyond* cost more than the Blair Witch Project. Fact is, if they can't be pigeonholed as "like successful game Y, but with popular licence X", then its unlikely to get funding. Nobody wants to take a punt on the next *Rez* if it's only going to sell 5000 copies (54,000 less than *Crazy Taxi* rip-off abomination *Simpson's Road Rage*). Activision even employ the development equivalent of a cheat cartridge – a generic third-person action-adventure engine – that they can plug new faces into. Jango Fett, Indy, Blade, Minority Report... simply type in a few new variables.

Problem is, people who play it safe (or cheat) to get guaranteed outcomes – be it an end sequence or sales target – are missing the bigger picture. You can do better than 'good enough' by trusting your skills and taking a few risks. Instead of treading water producing safe, uninspiring games, we need more publishers who're willing to jump down an unchartered ravine in pursuit of extra lives.

NEED HELP?

Are you cack-handed at Kessen? Boarding like a berk in SSX? Or have you got some advice you'd like to give to other readers? Then email us at PSM2@futurenet.co.uk or write to us at the usual address.

PSM2 PRO TIPS ARE POWERED BY ARE v2

PSM2'S MANIFESTO

PSM2's TIPS ARE: An in-depth guide to the games you need them for. We don't devote masses of space to hopeless games, because we know you won't be buying them. Instead, we'll cover every essential title in detail, but keep you up-to-date with all the things that entertain, challenge or amuse us in our everyday gaming.

PSM2's TIPS AREN'T: Lovingly reproduced pictures of dozens of identical cars, or instructions to 'block' in fighting games or 'ease off the gas' while you're driving. You know that, don't you?

>THE PICK OF WHAT'S NEW トクセンジョウホウ

HOT TIPS

After last month's 'tip-cress' file, we're giving this headline a month off as a mark of respect for the critically patronised.

FUTURAMA

It's like The Simpsons, only better and... cancelled. Who said the world wasn't run by shadowy cabals, eh?

While playing hold L1+L2 and enter the code. The screen will flash if correct.

Full health:
↓, □, △, ↓, □, △, ○, ✕, R2, ↑, SELECT

Invincibility:
↓, □, △, ↓, □, △, ○, ✕, R2, △, SELECT

All extras:
↓, □, △, ↓, □, △, ○, ✕, R2, ○, SELECT

Full charge:
↓, □, △, ↓, □, △, ○, ✕, R2, ←, SELECT

Unlimited ammunition:
↓, □, △, ↓, □, △, ○, ✕, R2, →, SELECT

Tap the following codes to skip between levels:

Planet express
↓, □, △, ↓, □, △, □, △, ↑, ↑, SELECT

Sewers
↓, □, △, ↓, □, △, □, △, ↑, →, SELECT

Subway
↓, □, △, ↓, □, △, □, △, ↑, ↓, SELECT

Old New York
↓, □, △, ↓, □, △, □, △, ↑, ←, SELECT

Red Light District
↓, □, △, ↓, □, △, □, △, ↑, △, SELECT

8town
↓, □, △, ↓, □, △, □, △, ↑, ○, SELECT

TIP OF THE MORNIN'

TOMB RAIDER: THE ANGEL OF DARKNESS

We're getting a bit bored of giving *Tomb Raider* a kicking, so here's a level skip to save you wasting another wretched second sweating over the broken controls and nebulous collision detection. Sorry. Cheap shot. That'll never happen again. Never. Three years, though, eh? What were they doing? Drawing cathedrals? Writing a 900 page script to avoid actually making the game? Sobbing over crumpled sketches of Kurtis Trent? Er, anyway, to skip between levels, hold down these buttons at the Pause screen (after pressing Start during play): L1 + R2 + ↓ + △, then ○, ↑, ✕, △, →, ↓. Next month: We extend the olive branch to Core Design, expecting a sharp poke in the eye and limited access to *Herdy Gerdy 2*.

New New York
↓, □, △, ↓, □, △, □, △, ↑, ✕, SELECT

Canyon
↓, □, △, ↓, □, △, □, △, →, ↑, SELECT

Mine
↓, □, △, ↓, □, △, □, △, →, →, SELECT

Mine tunnel
↓, □, △, ↓, □, △, □, △, →, ↓, SELECT

Junkyard 1
↓, □, △, ↓, □, △, □, △, →, ←, SELECT

Junkyard 2
↓, □, △, ↓, □, △, □, △, →, △, SELECT

Junkyard 3
↓, □, △, ↓, □, △, □, △, →, ○, SELECT

Market square
↓, □, △, ↓, □, △, □, △, ↓, ↑, SELECT

Four wing
↓, □, △, ↓, □, △, □, △, ↓, →, SELECT

Six wing
↓, □, △, ↓, □, △, □ △, ↓, ↓, SELECT

Temple courtyard
↓, □, △, ↓, □, △, □, △, ↓, ←, SELECT

Inner temple
↓, □, △, ↓, □, △, □, △, ↓, △, SELECT

Bogad's Swamp
↓, □, △, ↓, □, △, □, △, ←, ↑, SELECT

Mom's HQ Bender
↓, □, △, ↓, □, △, □, △, △, ↑, SELECT

Mom's HQ Leela
↓, □, △, ↓, □, △, □, △, △, →, SELECT

Mom's HQ Fry
↓, □, △, ↓, □, △, □, △, △, ↓, SELECT

SOUL CALIBUR 2

Kaliber is a lager which doesn't contain any alcohol and – get this – *neither does the game*. Coincidence? We think not. It's like we're puppets in some kind of ridiculous pantomime …

Use Weapon Master Mode, then unlock the following:

Yoshimitsu
Finish chapter two. Beat Yoshimitsu in the last area and he will become playable.

Cervantes
Finish chapter three. Beat Cervantes in the last area and he will become playable.

Charade
Finish chapter two. Beat Charade in the first area of chapter and he will become playable. Note: you can only win with a ring out.

Sophitia
Finish chapter four. Beat Sophitia in the last area and she will become playable.

Seung Mina
Reach chapter six. Beat Seung Mina in the Palace Icon area and she will become playable.

GTA: VICE CITY

Vice City has sold over a million copies in little under a year, scooping numerous industry accolades including PSM2's prestigious Game of the Year award. Conspiracy? Maybe. FOR THE LOVE OF GOD, READ BETWEEN THE LINES, MAN! Of course, it could just be a coincidence. BUT WE SINCERELY DOUBT IT.

Enter codes during gameplay. A message will appear to confirm correct entry.

Full health:
Press R1, R2, L1, ○, ←, ↓, →, ↑, ←, ↓, →, ↑

Weapons (tier 1):
Press R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, →, ↑

Weapons (tier 2):
Press R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓(2), ←

Weapons (tier 3):
Press R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓(3)

Get Caddy Car:
Press ○, L1, ↑, R1, L2, ✕, R1, L1, ○, ✕

Get Flying Dodo car:
→, R2, ○, R1, L2, ↓, L1, R1

Get Candy Suxxx costume:
Press ○, R2, ↓, R1, ←, →, R1, L1, ✕, L2

Get Lance Vance costume:
Press ○, L2, ←, ✕, R1, L1, ✕, L1

CHEAT AND TWO VEG

Look, any complaints and we'll bring back Otaku Speak…

Yo, yo, yo! It is I, Pea Diddy, flossin' at the lights in my new car. Dem be saying the Ferrari is well bang, but when it comes to sizin' da wheels, I'm 'wiv my man Prince. Checkin'! Heat be rising on the west side, but I'm chillin' like Mr Frosty in my little cred courgette! C'mon y'all… the P, the I, the D, the… oh, 'eck…look, just don't tell anyone I'm driving around in a painted vegetable, OK? To be honest, the wheels don't even move – cocktail stick drive shaft, see? – and I had to hollow out the seat with a spoon, but… booyah!… to access the cheat menu in *Alien Vs Predator* pause then press R3 (x2), L1, L1, R3 (x2), L1, L1, R3 (x2), L1, R1 (x2), L1, L1. If anyone needs me, I'll be chillin' in my pod.

NEXT MONTH

Yam Hammer plays the Miami Vice theme on a keyboard made of runner beans! (Jeez, throw us a frikkin' bone.)

AR2 V2

THE BEST NEW CODES FOR YOUR ACTION REPLAY 2

You must enter the M code first for these codes to work.

Resident Evil Dead Aim (M)
0E3C7DF2
1853E59E
EE8E89FA
BCB9088A

Infinite Time
DE9CA352
E0EC9B83

Shoot in 3rd Person
DEB3B6D6
BCA99B84

Infinite Health (Bruce)
DE9114OA
BCA99BE6

All Weapons (Bruce)
DE911416
BCA99B82

Infinite Health (Fong Ling)
DE910B86
BCA9BB83

All Weapons (Fong Ling)
DE910B82
BCA99B82

Evil Dead: A fist Full of Boomstick (M)
0E3C7DF2
1853E59E
EE9D66BA
BCA99C80

Infinite Boomstick ammo
DE99FC02
BCAB9E6A

Infinite Molotov Cocktails
DE99F342
BCAB9E6A

Infinite Explosive Boomstick ammo
DE99FC22
BCAB9E6A

Infinite Dynamite
CE99F352
BCA99E6A

Infinite Save Tokens
FE934A6B
BCA99BE7

Infinite Incendiary Ammo
CE99FCD2
BCA99E6A

Dynasty Warriors 4 (M)
0E3C7DF2
1853E59E
EE8C45B6
BCA99C80

One-hit Kill Infantry
DE89A26A
60299BBD

Big Jumps
DE4E7D5A
FEBF01EA

Max Health
CE4E7D42
BCA99DF3

All Levels Free Mode
DEBCFA16
BBA89A82
DEBCFA17
BBA89A82

Infinite Mosou
CE4E7D4A
BCA9BA83

Infinite Arrows
FE4C6DA2
BCA99B97

Fierce Dragon Weapon
CEBB96A6
BCA95ED5

PRO TIPS

"TEST AN EXPERT"

TEST... BOMBERMAN

Compared to his day job (bombing) defusing your angry pleas is like a walk in the park.

GUN FOR THE THRILLS: It's not all plain sailing. *Ratchet*'s got a tricky dark underbelly.

CHOCOBO SELECTOR: There's no easy way to win the races - you've just got to be good.

TIMESPLITTERS 2

Dear PSM2,

How do you solve the Aztec Ruins Puzzle in Timesplitters 2? Y'know, the ones with the rotating stone columns and symbols. This has been a massive inconvenience to my enjoyment of the story mode.

Adam Turner-Heffer, via email

To open the door on top of the ramp, spin the columns so that the little face displayed on the door (the sort of sun god thing) is facing the walkway, and position the remainder so that only similar animals are facing each other. Just work back from your first step and be methodical. Don't forget to shoot the monkey on the ledge before you start, or you'll take hits while muddling about.

Hello, I'm Bomberman. That's Mr B. Omberman to you. Y'know, I was once refused a personal loan for spelling it properly.

RATCHET & CLANK

Dear PSM2,

This is the third time I have sent you this email, with no reply. HELP PLEASE! I am having trouble with a few things in *Ratchet & Clank*. First, I can't find the last gold bolt, as I'm missing one from the three on Metropolis. I've finished the game three times but still can't find it. Second, is there a list that tells you how to get the skill points on each level? I've managed to work out 18 of them, but others are eluding me.

Matt 'B', via email

Remember the Gadgetron vendor right at the start of the level? Head back there and go to the hand rail overlooking the traffic below (make sure you've picked up the hover pak upgrade for Clank first). Now hop over the rail and glide down and into the underpass below. You'll find the third gold bolt hidden there plus a handy taxi that'll take you back to the upper levels. As for the skill points, after you kill the Final Boss, start a new game and you will get a Goodies option in your pause menu (Press Start to open it). You'll find a Section called Skill Points, which tells you what planet you can get Skill Points on, and a clue that helps you to find the Skill Point. When you get all the Skill Points, you'll unlock a new section in Goodies.

Bomberman, eh? Why couldn't I have been called Smileman or Moneyman? Tsk. Somebody answer me that. Eh?

FINAL FAN-LASSIE: Years later Una and pals are still stumping PSM2 adventurers every month.

FINAL FANTASY 10

Dear PSM2,

I got *FFX* three months ago, and now I'm stuck on the airship. Firstly I can't get the sun sigil (off the chocobo trainer). Secondly, I can find the destruction spheres from the Besaid and Kilika, but not the treasures. What do I do? Finally, how much money do you need to give to Yojimbo to use Zanmato?

Peter O'Neill, Dungannon, N.Ireland

You'll have to win four chocobo races, one with 'wobbly' reverse controls (easy), the second where you dodge balls (trickier), a third where you dodge birds and balls (tough), and a fourth against the trainer (hard). Sadly, there's no short cuts, so just learn the course meticulously and keep practising. Eventually, you'll get lucky. (Note: You can finish second and still win if you've got more balloons). As for the first treasure, grab the destruction sphere (in temple one), put it in the newly opened room, then the wall at the far end of the corridor will vanish and you can grab the item. For the second treasure (temple two), leave the destruction sphere where you find it, and go down the stairs to where the Kilika sphere has appeared next to the lowered altar. Take it, put it in the door on the other side of the trench and then return to put the destruction sphere in the slot where it came from to reveal the treasure. Finally, you can bargain with Yojimo, as there's no fixed price. Sadly, you'll need to accumulate about a million spare gil to maximise your chances, and save before each barter to avoid disaster. Once again, this is hard.

Kart racing game they said. What can go wrong they said. Hmmm ... how about the SAME BLOODY THING THAT GOES WRONG EVERY TIME I LEAVE THE HOUSE!

BAFFLED?

SHARE YOUR SUFFERING WITH PSM2...

Next month, we'll have an entirely new tips guru at the helm – Scorpion, or Dr Spong from *Haven*, perhaps. Or possibly someone actually funny. Don't be shy, if you've got a gaming conundrum, send your query to... Test an Expert, PSM2, Future Publishing Ltd, 30 Monmouth Street, Bath, BA1 2BW. Or email it to PSM2@futurenet.co.uk.

BYTESIZE

FUTURAMA: In the level 'Fry Fights Back', there are rooms where you need to solve some puzzles. To save you some hassle, here are the codes. Room 3: 1, 1, 2, 2, 4, 4, 8, 8, 1, 6) and Room 1: 9, 0, 8, 1, 7, 2, 6, 3, 5, 4).

TOMB RAIDER: To do a handstand when Lara is hanging from a ledge, press and hold L1 + L2 + R1 + R2. Do a somersault while facing a ledge: press △ then ↑ on the stick. To do a Swan Dive hold R1 + ↑ on the stick and press ○.

PRO EVOLUTION 3 To do a 90˚ shimmy then a ball roll like Roberto Carlos, hold R2, push the D-pad at right angles to your direction of movement, then quickly tap back away from your direction of movement to roll it under foot.

THE GREAT ESCAPE Make sure you're wearing the goon uniform at the end of Macdonald's mission two; this will keep you disguised in mission three up until the first spotlight (so you can answer the phone and stop the alarm).

MADDEN NFL 2004 Save the game at the start of the third quarter, quit, exit franchise mode, reload the game and finish the match; your total income will be doubled. A glitch, maybe, but a very useful one...

RTX RED ROCK Got a progressive scan telly? Then pause the game, select 'Codes' and press →, ↑, → (x2), ↑, → (x3), ↑. Right for a better progressive scan display. Don't try this if you have a regular earth-television...

CHAOS LEGION For cheap experience go to level six and fight your way to the second stage. Use the Malice and the Force Attack (△). Press it repeatedly when there are no threats except for the heads-on-spikes.

CALL ME 24/7, I'VE GOT WHAT YOU NEED!

Providing Every Cheat You'll Ever Need

CHEATS UNLIMITED

A SIMPLE CALL AND YOU'VE GOT THE CHEAT

CHEATS TIPS & WALKTHROUGHS

TOP WALKTHROUGHS PLUS OVER 10,000 CHEATS & TIPS

PLAYSTATION 2

A = 0 1

Ace Combat 4: S. Skies
Ace Combat: D. Thunder
Activision Anthology
Aero Elite: C. Academy
Age of Empires 2
Agent Under Fire
Aggressive Inline
Airblade
Alex F's Player Man. '02
Alex F's Player Manager
Alias
Aliens vs Predator: Ext.
All Star Baseball 2002
All-Star Pro. Wrestling 2
Alone in the Dark 4
American Pro Trucker
Amplitude
Angel of Darkness
Ape Escape 2
Arc the Lad: T. of Spirits
Armageddon (MDK2)
Armoured Core 2
Armoured Core 3
Army Men RTS
Army Men: Air Attack 2
Atlantis 3: New World
ATV Off-Road Fury 2
ATV Quad Racing 2
Auto Modellista

B = 0 2

Baldur's Gate: Dark All.
Bass Strike
Batman Vengeance
Batman: Rise of Shin Tzu*
Battle Engine Aquila
Big Mutha Truckers
BIG: NBA Street
BIG: SSX Snowboarding
BIG: SSX Tricky
Black and Bruised
Blade 2
BloodRayne
BMX XXX
Bombast Racing
Bond 007: Nightfire
Bond: Agent Under Fire
Bouncer
Bounty Hunter: Star Wars
Britney's Dance Beat
Buffy: Chaos Bleeds
Burnout
Burnout 2 Point of Impact

C = 0 3

Casper: Spirit Dimensions
Chamber of Secrets
Chaos Bleeds
Chaos Legion
Checkmate
Chris Edwards' Ag. Inline
Circus Maximus
Clock Tower 3
Code Veronica X
Colin McRae Rally 3
Colin McRae Rally 4*
Conflict Zone
Conflict: Desert Storm
Conflict: Desert Storm 2*
Contra: Shattered Soldier
Cr.Bandicoot: Wr.of Cort.
Crazy Bump's: Car Bat.
Crazy Taxi
Cricket 2002
Crush Hour (WWE)
Cyprien's Chronicles

D = 0 4

Dakar 2
Dancing Stage Megamix
Dark Alliance
Dark Angel (J.Cameron)
Dark Cloud 2
Dark Legacy
Dave Mirra BMX 2
David Beckham Soccer
DDRMAX: (D. D. Rev. 6)
Dead or Alive 2
Dead to Rights
Deadly Alliance
Def Jam Vendetta
Delta Force: U. Warfare
Desert Storm (Conflict)
Deus-Ex
Devil May Cry 2
Die Hard: Vendetta
Dino Stalker
Disaster Report
Disney Golf
Disney's Kingdom Hearts
Distant Thunder
Dot Hack
Downforce
Downhill Domination
Dr. Muto
Dracula Last Sanctuary
Dragonball Z: Budokai
Draken: Ancient Gates
Drome Racers
Dropship
Dynasty Warriors 2
Dynasty Warriors 3
Dynasty Warriors 3 XL
Dynasty Warriors 4

E = 0 5

Ecco the Dolphin
Eden, Project
Eggo Mania
Eighteen Wheeler
Elemental Force
Elite Force: Voyager
Emotion Type-S (Driving)
Emperor's Tomb
End Game
Enter the Matrix
Episode 1: Star Fighter
Escape Monkey Island
ESPN Int. Track & Field
ESPN Int.Winter Sports'02
ESPN NFL Football
Everblue 2
Evergrace
Evil Dead: Eof Boomstick
Evil Twin
Evolution Skateboarding
Evolution Snocross
Extermination
Extreme G 3
Extreme Racer

F = 0 6

F1 2002
Fatal Frame
Fellowship Of The Ring
FIFA 2001
FIFA 2002
FIFA 2003
FIFA 2004*
FIFA World Cup 2002
Fighting Fury
Final Escape (SOS)
Final Fantasy 10
Fire Blade
Fishermans Challenge
Forever Kingdom
Formula 1 2001
Formula 1 2002
Four by Four Evolution
Freaky Flyers
Freekstyle
Freestyle BMX 2
Freestyle Metal X
Frontline (M. of Honor)
Futurama

G = 0 7

G1 Jockey
Gaiennans: Ash
Getaway
Ghost Recon
Giants: Citizen Kabuto
Gitaroo Man
Godai: Elemental Force
Golf, Swing Away
Gradius 3 & 4
Gran Turismo 3
Gran Turismo Concept
Grand Prix Challenge
Grand T Auto: Vice City
Grand Theft Auto 3
Grandia 2
Grandia Xtreme
Gravity Games
Great Escape
Green Rogue
GTA 3
GTA: Vice City
GTC Africa
Guilty Gear X2
Gumball 3000
Gundam: J to Jaburo
Gungrave

H = 0 8

Hack (Dot)
Harry Potter C.of Secrets
Haven: Call of the King
Headhunter
Headhunter Redemption*
Herdy Gerdy
High Heat Baseball 2002
High Heat Baseball 2003
Hitman 2: Silent Assassin
Hoodlum Havoc
Hot Shots Golf 3
Hot Wheels: Velocity X
HSX: Hypersonic Xtreme
Hulk
Hunter The R. Wayward*

I = 0 9

In Cold Blood
Incredible Hulk
Indiana Jones: E. Tomb
Inityen Series
Int. Superstar Soccer 2
Int. Superstar Soccer 3
Int. Track & Field
Int. Winter Sports 2002
ISS Pro Evolution
Italian Job

J = 1 0

Jade Cocoon 2
Jak & Daxter
James Bond: Agent U.Fire
James Bond: Nightfire
James Cameron D.Angel
Jedi Star Fighter
Jekyll & Hyde
Jikkyou World Soccer '00
Jikkyou World Soccer '01
Johnny Moseley Mad Trix
Jojo's Bizarre Adventure 2
Judge Dredd: D. v Death*
Jurassic Park Op Genesis
Just Bring It

K = 1 1

Kelly Slater's Pro Surfer
Kengo: M. of Bushido
Kessen 2
King of Fighters 2000
King of Route 66
Kingdom Hearts
King's Field: Ancient City
Knockout Kings 2002

L = 1 2

Lara Croft: Ang. of Dark.
Largo Winch
Leg. of Kain: B. Omen 2
Leg. of Kain: S. Reaver 2
Legaia: Duel Saga
Legend of Black Kat
Legends of Wrestling
Legends of Wrestling 2
Legion: Leg. of Excalibur
Lego Drome Racers
LMA Manager 2003
Loony Tunes Space Race
Lord of Rings Two Towers
Lord of Rings: Fel. of Ring
Lotus Challenge

M = 1 3

Mace Griffin Bnty Hunter
Madden NFL 2001
Madden NFL 2002
Madden NFL 2003
Madden NFL 2004
Mark of Kri
Marvel vs Capcom 2
Mat Hoffman's Pro BMX 2
Matrix (Enter the)
Max Payne
Maximo
McGrath's S'cross World
Medal of Honor Frontline
Men in Black 2 Alien Esc.
Metal Gear Solid 2
Metal Gear Solid 2: Sub.
Micro Machines
Midnight Club
Midnight Club 2
Mike Tyson Boxing
Millionaire
Minority Report
MLB 2004
MLB Slugfest 2003
MLB Slugfest 2004
Mobile Suit Gun.: Z.Front
Mobile Suit Gun.F.v Zeon
Mobile Suit Gundam
Monkey Island (Escape)
Monster Jam Max. Destr.
Mort.Kombat: Deadly All.
Moto GP
Moto GP 2
Moto GP 3
Mr Golf
Mummy Returns
Music 3000
MVP Baseball 2003
MX 2002
MX Rider
MX Superfly
Mystic Heroes

N = 1 4

NASCAR Thunder 2002
NASCAR Thunder 2003
Naval Ops: W. Gunner
NBA 2K3
NBA Live 2003
NBA Starting Five
NBA Street Volume 2
NBA Tonight 2002
NBA Tonight: ESPN
NCAA Football 2003
NCAA Football 2004
Need for Speed H.Purs.2
NFL 2001
NFL 2002
NFL 2003
NFL 2004
NFL 2K2
NFL Blitz 2002
NFL Blitz 2003
NFL Gameday 2002
NFL Gameday 2004*
NFL Primetime 2002
NHL 2003
Nightfire
No One Lives Forever

O = 1 5

Off Road Wide Open
Oni
Onimusha: Warlords
007 Agent Under Fire
007 Nightfire
Op. Genesis Jurassic Park
Operation Winback
Operative (N.O.L.F.)

P = 1 6

Pac-Man World 2
Paris-Dakar Rally 2
Penny Racers
Player Manager 2001
Player Manager 2002
Premier Manager 2002
Pride Fighting Champ.
Primal
Prisoner of War
Pro Evolution Soccer
Pro Evolution Soccer 2
Pro Rally 2002
Project Eden
Project Zero
Pryzm: The Dark Unicorn

Q = 1 7

Q-Ball: Billiards Master
Quack Attack
Quest for Dragon B. Staff

R = 1 8

Raging Breath
Ratchet and Clank
Rayman 2: Revolution
Rayman 3
Rayman M
Real Pool
Red Faction
Red Faction 2
Reign Of Fire
Res.Evil: Code Veronica X
Resident Evil: Dead Aim
Return to C.Wolfenstein
Riding Spirits
Robocop
Robot Wars
Robotech: Battlecry
Rocket Power Bch.Bandits
Rocky
Rom of Three Kingdoms 8
RTX Red Rock
R-Type Final
Rune: Viking Warlord
Rygar: Legendary Adv.

S = 1 9

Scooby Doo: 100 Frights
Scorpion King
Seek and Destroy
Seven Blades
Shadow Hearts
Shadow of Memories
Shadow Of Zorro
Shadowman 2
Shaun Palmer's S'boarder
Shinobi
Shox
Silent Hill 2
Silent Hill 3
Silent Scope
Silent Scope 2
Silent Scope 3
Simpsons Skateboarding
Sims
Sly Racoon
Smackdown! 3: J. Bring It
Smackdown! 4: Shut Y.M.
Smash Court Tennis
Smugglers Run
Smugglers Run 2
SOCOM: US Navy Seals
Soldier of Fortune
SOS The Final Escape
Soul Calibur 2
Soul Reaver 2
Speed Kings
Spiderman The Movie
Splinter Cell
SpongeBob S'Punts: RFD
Spy Hunter
Spyro: Ent.the Dragonfly
SSX Snowboarding
SSX Tricky
Star Trek: Elite Force
Star Wars Jedi Starfighter
Star Wars: Bounty Hunter
Star Wars: Racer Revenge
Star Wars: Star Fighter
Starsky & Hutch
State of Emergency
Street Hoops
Stuntman
Sum of All Fears
Summer Heat Volleyball
Summoner
Summoner 2
Super Bust A Move
Super Trucks
Superman S of Apokolips
Syberia

T = 2 0

Tarzan Freeride
Tekken 4
Tekken Tag Tournament
Tenchu: Wrath of Heaven
Terminator: Dawn of Fate
The Bouncer
The Fellowship Of Ring
The Getaway
The Great Escape
The Hulk
The Italian Job
The Legend of Black Kat
The Mark of Kri
The Matrix
The Mummy Returns
The Scorpion King
The Simpsons Skateboard
The Sims
The Thing
The Two Towers
Theme Park World
This is Football 2002
This is Football 2003
Thunderhawk: Op.
Tiger Woods Golf 2001
Tiger Woods Golf 2002
Tiger Woods Golf 2003
Tiger Woods Golf 2004*
Time Crisis 2
Time Splitters
Time Splitters 2
TOCA Race Driver
Tom & Jerry: W.of Whisk.
Tom Clancy: Ghost Recon
Tom Clancy: Sum of Fear
Tom Clancy's Splinter Cell
T. Raider: Angel of D.rk
Tony Hawk's 3
Tony Hawk's 4
Top Gun: Combat Zones
Total Immersion Racing
Treasure Planet
Triple Play 2002
Turok: Evolution
Twin Calibre
Twisted Metal Black
Ty the Tasmanian Tiger

U = 2 1

Ult.F.Champ: Throwdown
US Navy Seals (SOCOM)

V = 2 2

Vampire Night
Vice City, G.T.A.
Virtua Fighter 4: Evol.
Virtua Tennis 2
V-Rally 3

W = 2 3

Wakeboarding Unleash.
War of the Monsters
Warriors of M & M
Way of the Samurai
Whirl Tour
Wild Arms 3
Wipeout Fusion
Wolfenstein, Return to
Wolverine's Revenge
World Chmp. Snooker 03
World Rally Champ.2 Ext.
Worms Blast
WRC: World Rally Champ
Wreckless: Yakuza Miss
WWE Crush Hour
WWE Smackdown! S.Y.M.

X = 2 4

XGRA*
X-Men 2: Wolverine's Rev.
X-Men: Next Dimension
Xtreme G3

Y = 2 5

Yu-Gi-Oh! Duel Monst. 2
Yu-Gi-Oh! Duel. of Roses

Z = 2 6

Zone of Enders: 2nd Run
Zorro (Shadow Of)

0-9 = 2 7

007 Agent Under Fire
007 Nightfire
102 Dalmatians
18 Wheeler
2002 FIFA World Cup
7 Blades

Plus Many More...

PlayStation
PlayStation 2
PC
XBOX
GAME CUBE
Dreamcast
GAME BOY ADVANCE
GAME BOY COLOR

cheats & walkthroughs also available for all these consoles

CALL NOW

- OVER 10,000 CHEATS AVAILABLE
- THE LATEST CHEATS ADDED EVERY DAY
- COMPILED BY GAMING EXPERTS
- 100S OF QUALITY WALKTHROUGH GUIDES

AGED 16 OR OVER, CALL THIS NUMBER NOW

09066 093 602

AGED UNDER 16, CALL THIS NUMBER

09066 096 362

CALLS TO THE ABOVE NUMBERS COST ONLY 60p PER MINUTE

NON-UK CALLERS: +44 700 590 7575

Please ensure you have permission from the bill payer before calling. Each call to the under 16's number will cost no more than £3.00, and will end at 5 minutes. Mobile phone call charges may vary. All logos and game titles are trademarks of their respective companies. Details are correct at time of going to press. Information for forthcoming releases is added as soon as it becomes available, this is usually before the release date. Please put any comments or questions in writing to Interactive Telecom Ltd, 8 Grants Walk, PL25 5AA, or email custserv@cheatsunlimited.com, or call our

24hr Customer Service: (Freephone) 0800 081 6000

PSM2 "MY NAME IS HAN DO GIN AND I'VE COME TO AVENGE MY FATHER"

PRO DOJO

Welcome to the NEW Dojo. Reckon you're the best at *Vice City*? Unbeatable at *Gran Turismo 3*? Well here's your chance to prove it and – ulp – become actually very famous indeed...

NEW LOOK!

We've not only tidied up the Dojo and added a load of challenges, but lobbied to get all of your scores online in real time. Now you can see how your favourite game fan fares, send in a tape and be crowned with a new challenge all for you.

PROVE YOUR MASTERY!

YES! We've rebuilt our Dojo, making it bigger, more in-depth and more inviting to every PSM2 reader. Got any of the games featured on the next six pages? Now YOU can compete with every other PSM2 reader in the world and – if you're any good – you'll soon be featuring in our charts (updated every month) and getting your performance on our DVD.

Simply follow the guide below and you're on the road to fame. PLUS! As if being hailed as one of the country's foremost button-bashers wasn't enough, we'll reward the new chart-toppers every month with a pack of games and goodies! PSM2

WIN STUFF! LOOK COOL

Roll up, roll up! Prove your skills and be famous forever. Pick your game, beat the score and video your efforts. Send it in and you too can join PSM2's gaming elite. Do it now

HOW TO BECOME FAMOUS!

FIRST: Be really good at one of our challenge games. Have a look over the next six pages, read what the challenge is and decide if you can do better. If you can beat our fifth place offering then we want to know about it. Top the chart and you'll be famous forever!

SECONDLY: We need proof of your skill. Plug your PS2 into your video. Got the lead that came with your PS2? Use it to connect to your video's SCART socket or composite inputs (if you're using them). Switch to your TV's video channel then cycle through your video's inputs to see your PS2 lurking on one of them. Load up your game of choice and find the music option. Turn this to zero – we want your game sound but no dodgy music, OK? Start the video recording and play your replay or begin playing the game. Do your best and, when you're done, record the high score table or results screen for 30 seconds or so, so that we can see your performance easily. Finally, wind your tape to the beginning of your award-winning effort and write your name, challenge and score on the label (or stick a piece of paper on it).

THIRDLY: We need a picture of you. You won't be a star player without one, and your appearance on the DVD will be shallow and worthless. Write your name on the back so we can match it with your video entry. You can also email your pic to psm2@futurenet.co.uk. Call your email 'Pro Dojo' and don't forget to include your name and your challenge details.

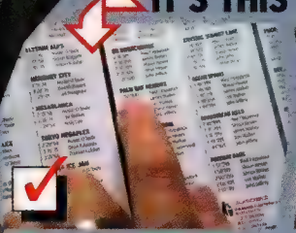
FINALLY: Fill in the form at the end of the section (we do accept photocopies – we can't bear to cut up our PSM2s either) and put all three things (your video, your photo and your entry form) in an envelope.Label her up 'Pro Dojo' and post the lot to us. Good luck.

PRO DOJO CHECKLIST:

- Photo
- Video
- Entry Form

BINGO!

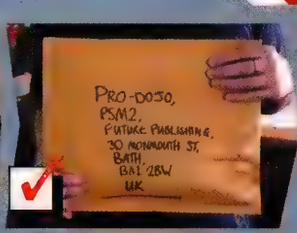
IT'S THIS EASY...



Check the charts. Can you beat any score featured? You can? Wizard!

Set up your video (described above) and record your performance. Nicely done.

Wind the tape to the right place and get a photo of yourself. Anything will do.



Send the lot to the Pro Dojo address just over there. Right a bit... There!

YOU'RE A GAMING GOD!

Send your tapes to:
Pro-Dojo, PSM2,
Future Publishing,
30 Monmouth St,
BATH BA1 2BW,
UK.

challenge 1

MIDNIGHT CLUB 2

After last month's astonishing efforts, where every score on the table was a new entry, only James Walker was brave enough to try his hand at *MC2*. But his effort has paid off as he's sneaked his way into and up the charts. Now you do the same...

BEVERLEY HILLS THRASHER

2'50"13	Paul Fitzpatrick
2'52"81	James Walker NEW!
3'02"13	Mike Hunt
3'03"73	Desmond Foley
3'08"25	Chris Hill

ARRIVALS & DEPARTURES

3'10"85	Paul Fitzpatrick
3'34"81	Desmond Foley
3'38"29	James Walker NEW!
3'40"69	Chris Hill
3'42"85	Mike Hunt

LA TURISMO

1'47"27	Paul Fitzpatrick
1'58"14	Chris Hill
2'06"10	Ryan Carson
2'04"10	Desmond Foley
2'04"86	James Walker NEW!

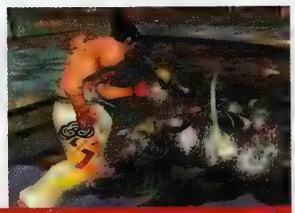
RIVER RAID

2'28"66	Paul Fitzpatrick
2'50"41	Desmond Foley
2'53"89	James Walker NEW!
2'54"53	Mike Hunt
2'54"89	Chris Hill

RUN OFF

3'05"93	Paul Fitzpatrick
3'20"57	Chris Hill
3'20"69	Desmond Foley
3'23"13	James Walker NEW!
3'25"77	Ryan Carson

DUMPED! This month's prime *Midnight Club 2* loser is:
■ BEVERLY HILLS THRASHER: 3'15"37. Ryan Carson
YOU'VE BEEN MARKED FOR TERMINATION



challenge 2

TEKKEN 4

Survival's the name of the game in our *Tekken 4* challenge. Pick your favourite combatant and see how long you can last. We need at at least your final ten fights on tape as proof.

WINS	CHARACTER	
216	Heihachi	Gary McIlveney
109	Jin	Neil Young
102	Heihachi	Simon Miljeteig
92	Heihachi	Simon Gordon
92	Lee	Lee Walker

DUMPED! Last month's prime *Tekken 4* losers were:
■ SURVIVAL MODE: 78: Grant Hayter ■ SURVIVAL MODE: 80: Andrew Rollins
YOUR POWERS ARE WEAK, OLD MEN

Welcome to the home of heroes where PSM2's star players fight to the death!

PSM2 STAR PLAYERS

The readers to the right are PSM2's Star Players. All are present in at least one chart, and each month we put them head-to-head across ALL of our charts and games and produce the definitive performance chart. If you can top this beauty then you're the best PSM2 player in the world.

Check some of the credentials opposite. You'll see that if you're going to make it to the level of a Games God you're going to have to top more than one of our charts, and often show your skill across lots of different games.

Want to get involved? Best start sending us your tapes. Who knows? Next month you could be here...

THIS MONTH	LAST MONTH	STAR PLAYERS	TOTAL POINTS
1	1	**PAUL FITZPATRICK** — It's his third consecutive month at the top, but Paul's score has slipped slightly – it's gone down by 14 points. Making him only 134 ahead of his nearest rival. PSM2 Dojo Calculus: 50 + 10 + 7 + 128 + 42 =	237

SPECIALIST IN:
Burnout 2, GTA: VC
Colin McRae Rally 3
Midnight Club 2

"YOU NAME THE GAME, I SHALL OBLITERATE ALL CHALLENGERS!"

2	2	**AUSTIN O'TOOLE** — Austin is another leader whose lead has slipped slightly - his *SSX* times are bring chipped away at. With an ice pick. PSM2 Dojo Calculus: 90 + 4 + 1 + 4 + 4 =	103
3	3	**JAMES WALKER** — Another non-mover, James has nonetheless increased his score to sneak stealthily up on Austin. PSM2 Dojo Calculus: 67 + 13 + 4 + 6 =	90
4	6	**ALEX SANDISON** — After a slip last month, Alex is clawing his way back up in the rankings, showing the determination a ninja needs. PSM2 Dojo Calculus: 72 =	72
=5	5	**DAMIAN CURRAN** — Best pick up those times, Damian – the *Colin McRae* board's a savage place and you can't rest there. PSM2 Dojo Calculus: 57 =	57
=5	7	**STEVE MORAN** — Showing his usual grit, Steve's earned himself a two-place climb and a yellow belt this month. Keep at it! PSM2 Dojo Calculus: 4 + 14 + 4 + 9 + 26 =	57
7	4	**CHRIS HILL** — Chris is a fine driver. But this month he's doing more diving than driving this month, slipping three places. PSM2 Dojo Calculus: 12 + 27 + 5 =	44
8	8	**SHAUN HEWER** — Shaun's maintained his position and gained a green belt, dropping just one point on his previous total. PSM2 Dojo Calculus: 38 + 4 =	42
9	9	**LEE WALKER** — Another green-belt-winning non-mover. Watch out, Lee – you're getting perilously close to the bottom of the table! PSM2 Dojo Calculus: 17 + 19 =	36
10	NEW ENTRY!	**GAVIN MCINTYRE** — Gavin sends in fab stuff for our DVD, and this month his scores have brought him into the dojo. Konichiwa! PSM2 Dojo Calculus: 34 =	34

HOW IT WORKS

Sure, you can enter one challenge and get your name in one chart, but why stop there? Why not send us a tape full of your efforts? As well as updating the challenge charts we total up player's performances across ALL of our charts to produce our monthly Star Players chart. Top place and new entries get their efforts on our DVD – PLUS a package of goodies. Top one of our challenge charts and you'll get ten BIG points. It's four for second place, three for third, two for fourth and a single point for fifth.

PLUS! We reward long service too. Stay on the chart for two months and you'll get your Yellow Belt, three months earns you a Green Belt and three months-plus makes you a true champion – earning you the coveted PSM2 Black Belt status!

POINT ACCUMULATION SYSTEM

1ST in any chart = 10 points
2ND in any chart = 4 points
3RD in any chart = 3 points
4TH in any chart = 2 points
5TH in any chart = 1 points

BELT SYSTEM

Stay in the top ten for two months = Yellow belt
Stay in the top ten for three months = Green belt
Stay in the top ten for four months = Black belt
Five months = Ninja!

PSM2 REWIND

Where we show off your best bits every month

It's not just about being at the top of a chart or wowing your mates with a three month stint atop the Head 2 Head league. We at PSM2 watch EVERY SINGLE tape that's sent to us, and here's where we pick out the five runs that entertained us the most. Shock, surprise and amaze us and see your skills right here...

challenge 1

GRAND THEFT AUTO: VICE CITY

How could we take out one of our most popular challenges? Yes, our pair of *Vice City* charts are as popular as ever. Get practising and, if you can beat any of the times shown below, send in your tape of your complete run.

THE PCJ PLAYGROUND CHART

Activate the PCJ playground mission by hopping on to the bike that's leaning against the big grass-verged building near the Malibu Club (see pic below). Now, you've got two minutes to complete this 24-checkpoint course. You can complete the course in any order you like, and the fastest times make it into the league. NO CHEATS tho'. Send us your ENTIRE runs on VHS and get on our DVD.

FASTEST TIME

00'47"00	Martin Burke	NEW!
00'47"00	Paul Fitzpatrick	NEW!
00'51"00	Shaun Hewer	
00'51"00	Steve Moran	
00'52"00	Desmond Foley	

THE CROSS-TOWN TRAFFIC CHART

We want you to race from the Hyman Condo in the Downtown district all the way to the Lighthouse in Ocean Beach (check the pics). Drive right up to it, and hop off, or out of, the vehicle to finish. See the pics below for details. And don't forget, we want to see your *whole* run on tape. You can use any vehicle and any cheats – as long as you don't use aircraft or the flying cars cheat.

FASTEST TIME

01'07'00	Desmond Foley
01'11"00	Simon Sherwood
01'12"00	Norman Morrison
01'31"00	Martin Burke
01'31"00	Marley Rudland

DUMPED!

Last month's *Vice City* loser was:

■ PCJ PLAYGROUND:
00'57"00: Simon Millard

TOTALLY OUTCLASSED

THIS MONTH'S IDIOTS

Every month we're inundated with tapes for Pro Dojo. And every month we're amazed in equal measures by the skill and stupidity of some of our readers. Here's this month's round-up of notable failures:

Anonymous of Unspecified who remembered to send in a tape but forgot to enclose his or her form. Ya numpty!

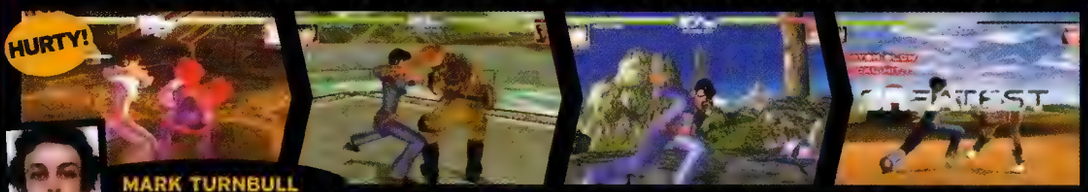
Gary McIlveney made it to the top of the *Tekken* board with 216 wins – and made the poor scores ninja sit through all of them. Well done for the score, but next time, start taping at around 90!

KEEN!

GAVIN MCINTYRE

Gavin wasn't fast enough to make it onto the *Midnight Club 2* chart, but his dedication to the LA Turismo level impressed us no end. He took 10 different cars round it. If only you were as good at all the other tracks.

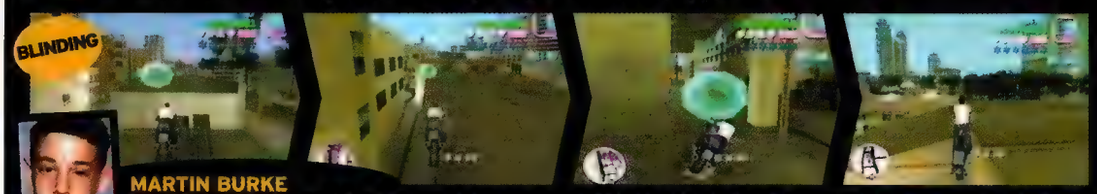
HURTY!



MARK TURNBULL

We don't see many entries for the *Dead Or Alive* challenges, so Mark's nippy Time Attack and Survival scores were a welcome change. Look at how quickly he trounces his opponents!

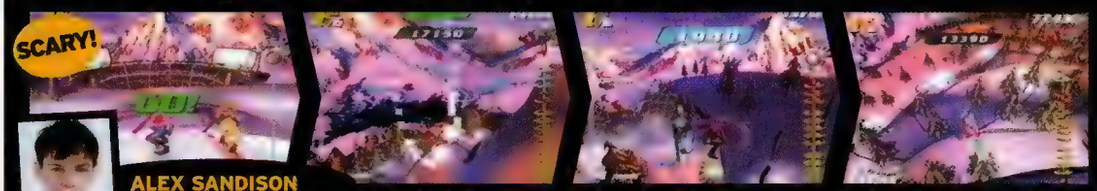
BLINDING



MARTIN BURKE

Both Martin Burke and Paul Fitzpatrick completed *GTA: Vice City's* PCJ Playground in 47 seconds, showing astonishing precision and fluidity. Blink and you'll miss this one.

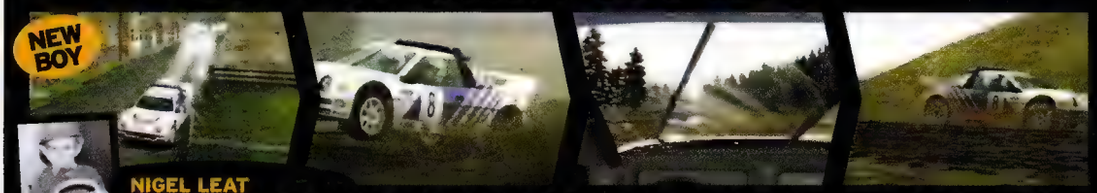
SCARY!



ALEX SANDISON

SSX Tricky's been around a fair old time now, so you'd think it'd be more or less finished with by now. Right? Wrong. Alex proves that a true ninja can always manage a little bit more.

NEW BOY



NIGEL LEAT

Not many people managed to take top place in a chart this month, but Nigel jumped into the busy *Colin McRae Rally 3* table and emerged with first place on Stonethorpe, chopping two seconds off the previous

challenge 2

COLIN MCRAE RALLY 3

It's a quiet month for racers – but we've got a newcome, nippy Nigel Leat. Give him a 'welcome' beating...

WARWICK

2'37"49	Damian Curran	
2'44"80	Garry Bee	NEW!
2'45"33	Nigel Leat	NEW!
2'46"21	Norman Morrison	
2'46"64	Paul Fitzpatrick	

LITTLE LAWFORD

2'04"85	Damian Curran	
2'08"21	Colm McTaggart	
2'10'08	James Walker	NEW!
2'11"25	Nigel Leat	NEW!
2'11"85	Norman Morrison	

LLYN CLYWEDOG

2'10"96	Garry Bee	NEW!
2'11"57	Damian Curran	
2'11"64	Paul Fitzpatrick	
2'13"01	Norman Morrison	
2'13"29	Nigel Leat	NEW!

STONETHORPE

1'10"64	Nigel Leat	NEW!
1'12"64	Rik Ibbotson	
1'12"76	Damian Curran	
1'12"92	Norman Morrison	
1'12"96	Paul Fitzpatrick	

STONE LEIGH

2'39"93	Damian Curran	
2'46'13	James Walker	NEW!
2'46"17	Nigel Leat	NEW!
2'46"20	Rik Ibbotson	
2'46"41	Norman Morrison	

LLANGURIG

2'45"89	Damian Curran	
2'53"48	Garry Bee	NEW!
2'54"25	Nigel Leat	NEW!
2'54"32	Rik Ibbotson	
2'56"41	Norman Morrison	

RHAYADER

2'41"89	Damian Curran	
2'43"12	Garry Bee	NEW!
2'44'57	James Walker	
2'44"96	Paul Fitzpatrick	
2'46"45	Norman Morrison	

DUMPED!

This month's *Colin McRae 3* loser is:

■ STONE LEIGH:
2'48"72: Paul Fitzpatrick

THE MIGHTY HAVE FALLEN

Challenge 5

SSX TRICKY

Stat up your boarder however you like, then leap suicidally off any of the mountains below. We're looking for both top times and top scores, so mix up your tricks and go for it.

TOP SCORES

SNOWDREAM

1,813,890	Alex Sandison
1,701,450	Alex Greenall
1,557,780	Jonathan Minott

ELYSIUM ALPS

2,730,740	Austin O'Toole
2,629,495	Sam Payne
2,598,460	Harry Payne

MERQURY CITY

2,828,640	Alex Sandison
2,594,165	Austin O'Toole
2,265,770	Sam Payne

MESABLANCA

1,500,890	Alex Sandison
1,435,645	Austin O'Toole
1,059,970	Lee Walker

TOKYO MEGAPLEX

31,714,410	Lee Walker
2,409,945	Alex Sandison
2,198,630	Austin O'Toole

PIPEDREAM

2,531,230	Austin O'Toole
2,325,820	John Norman
2,312,200	Anthony Portch

GARIBALDI

2,133,850	Alex Sandison
1,983,820	Austin O'Toole
1,947,200	Chris Abnett

ALASKA

2,123,410	Alex Sandison
2,075,255	Amanda Offord
1,837,801	Jeff Bell

TOP TIMES

SNOWDREAM

1'47"93	Austin O'Toole
2'03"55	Alex Sandison NEW!
2'05"10	Frederick Astier

ELYSIUM ALPS

3'25"84	Alex Sandison NEW!
3'26"16	Austin O'Toole
3'28"38	Simon Baggott

MERQURY CITY

2'31"26	Austin O'Toole
3'28"76	Gareth Russell
3'29"43	Carl Musgrove

MESABLANCA

2'13"58	Austin O'Toole
2'16"74	Lee Walker
2'24"44	Andy Lyle

TOKYO MEGAPLEX

2'26"44	Austin O'Toole
3'15"13	Dean Edwards
3'20"52	Jonno Kelsey

ALOHA ICE JAM

1'32"99	Austin O'Toole
1'36"55	Alex Sandison NEW!
1'37"12	Carl Musgrove NEW!

GARIBALDI

2'38"54	Austin O'Toole
2'39"54	Carl Musgrove
2'40"43	Gareth Russell

ALASKA

4'06"23	Andrew Stone
4'14"21	Austin O'Toole
4'23"56	Frederick Astier

DUMPED! This month's *SSX Tricky* loser is:
■ SNOWDREAM: 2'06"55: Alex Duffy
ARE YOU GOING TO LET THEM GET AWAY WITH IT?

Challenge 6

BURNOUT 2

No, no, no! No reversals please! Other than that, please do feel free to give any of these tracks mentioned here a spin in whatever motor you fancy.

AIRPORT TERMINAL 3

0'33"639	Paul Fitzpatrick
0'33"639	James Walker
0'33"819	Lee Walker
0'33"959	Callum Murphy
0'33"979	James Woosley

AIRPORT TERMINAL 1&2

1'17"979	Paul Fitzpatrick
1'18"299	James Walker
1'18"899	Shaun Hewer
1'17"179	Chris Hill
1'19"359	Lee Walker

INTERSTATE LOOP

0'59"960	Paul Fitzpatrick
1'00"079	James Walker
1'00"440	Shaun Hewer
1'00"520	Chris Hill
1'00"599	Daniel Hammond

88 INTERCHANGE

2'15"739	Paul Fitzpatrick
2'15"799	James Walker
2'17"459	Shaun Hewer
2'21"479	Steve Moran
2'21"680	John Jeffery

PALM BAY HEIGHTS

1'03"500	Paul Fitzpatrick
1'03"760	James Walker
1'04"180	Lee Walker
1'04"559	Shaun Hewer
1'05"199	John Jeffery

PALM BAY MARINA

1'26"980	Paul Fitzpatrick
1'27"339	James Walker
1'28"059	Shaun Hewer
1'28"459	Daniel Hammond
1'28"039	Chris Hill

SUNRISE VALLEY DOWNTOWN

0'40"879	James Walker
0'40"979	Paul Fitzpatrick
0'41"440	Shaun Hewer
0'41"460	Lee Walker
0'42"520	Daniel Hammond

SUNRISE VALLEY SPRINGS

1'04"880	Paul Fitzpatrick
1'05"380	James Walker
1'06"179	Shaun Hewer
1'06"840	Lee Walker
1'07"019	John Jeffery

BIG SURF GROVE

1'05"440	Paul Fitzpatrick
1'05"700	James Walker
1'06"419	Lee Walker
1'06"780	Shaun Hewer
1'07"619	Jonathon Howling

BIG SURF SHORES

1'37"440	James Walker
1'37"619	Paul Fitzpatrick
1'38"699	Shaun Hewer
1'39"380	Steve Moran
1'39"500	Lee Walker

CRYSTAL SUMMIT PEAK

0'40"240	Paul Fitzpatrick
1'41"600	Steve Moran NEW!
0'41"679	James Walker
0'41"900	Lee Walker
0'42"199	Shaun Hewer

CRYSTAL SUMMIT LAKE

1'57"580	Paul Fitzpatrick
1'58"400	James Walker
2'00"780	Shaun Hewer
2'09"279	John Jeffery
2'10"619	Simon Brown

OCEAN SPRINT

1'45"019	Paul Fitzpatrick
1'45"879	James Walker
1'46"419	Shaun Hewer
1'47"419	Steve Moran NEW!
1'49"059	Lee Walker

HEARTBREAK HILLS

1'40"059	James Walker
1'40"079	Paul Fitzpatrick
1'41"299	Shaun Hewer
1'59"119	Steve Moran NEW!
1'43"939	Lee Walker

FREEWAY DASH

1'54"919	Paul Fitzpatrick
1'56"339	James Walker
1'58"819	Shaun Hewer
1'59"119	Steve Moran NEW!
2'02"933	Paul McKenzie

DUMPED!
This month's *Burnout 2* losers are:
■ FREEWAY DASH: 2'03"559: Chris Hill
■ OCEAN SPRINT: 1'49"939: John Jeffery
■ CRYSTAL PEAK: 0'44"400: Paul McKenzie
NEED A PUSH, FELLAS?

PRO-DOJO

"FLAWLESS PERFORMANCE"

Challenge 7

JAMES BOND 007 IN... NIGHTFIRE

NEW CHALLENGE!

Here are those leagues for the first half. Remember, the harder the skill level, the higher the scores, and we want to see your best level in full...

NIGHTSHIFT

1,270,500	Ian Lane
1,261,554	Brian Dunne
303,340	Gary Johnson NEW!
230,178	Richard Thorpe
229,038	Chris Reading

CHAIN REACTION

1,357,932	Ashley Edwards
1,323,258	Ian Lane
808,518	Michael Ewart
511,194	Gary Johnson NEW!
235,407	Richard Thorpe

PHOENIX FIRE

781,630	Robert Harding
422,218	Ian Lane
253,895	Gary Johnson NEW!
192,960	Michael Crooks NEW!
133,693	Peter Fullbrook

DEEP DESCENT

928,023	Michael Crooks NEW!
495,840	Gary Johnson NEW!
195,054	Craig Lee
194,726	David Maddock
188,373	Colin Ellery

ISLAND INFILTRATION

614,150	Robert Harding
280,225	Michael Crooks NEW!
248,936	Chris Reading
229,647	George Thompson
227,226	Peter Fullbrook

EQUINOX

1,050,000	Robert Harding
255,363	Andrew Park
254,928	Daniel Rawlins
250,635	Chris Reading
249,935	Gaye London

DUMPED!
This month's *Nightfire* losers are:
■ PHOENIX FIRE: 121,837: Ian Carter
■ DEEP DESCENT: 163,698: John Preston
WE'VE BEEN EXPECTING YOU... TO DO BETTER!

Challenge 8

TIMESPLITTERS 2

A steady stream of new entries proves there's still plenty of mileage in this old classic yet. Keep them coming.

GLASS SMASH
Bricking It

18.6	M. Kristofferson
21.2	Steve Moran
21.4	Sam Middleton
21.4	Matthew Novak
22.0	Dave Peppiatt

INFILTRATION
Trouble At The Docks

13.7	M. Kristofferson
16.7	Charles Small NEW!
17.0	Matthew Novak
17.2	Simon Miljeteig
18.1	Andrew Ireland

BANANA CHOMP
Monkey Business

42.6	M. Kristofferson
44.9	Sam Middleton
44.9	Stephen O'Neill
46.7	Jack Fanning
468	Richard Hather

BEHEAD THE UNDEAD
Fight Off The Living Dead

411100	Simon Miljeteig
278225	Jason Goodwright
216975	Daniel Cant
206350	Simon Douel
198750	Matthew Novak

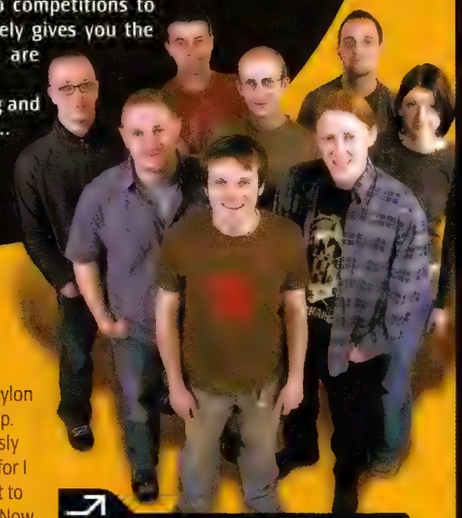
DUMPED! This month's *TimeSplitters 2* loser is:
■ TROUBLE AT THE DOCKS: 18.7: Simon Brett
WE SUGGEST YOU PAY ATTENTION IN CLASS

COME AND 'AVE A GO...*

Fancy your chances, do you? Think you can take on the collective might of the PSM2 team and *win*? Well we'd like to see you try...

There are no prizes. There are no competitions to enter. Our 'Ave A Go column merely gives you the opportunity to know that you are better at *PES2* than Dan D.

Here's what we've been playing and here's how good we are. Beat this...



Jonnie

INDIANA JONES

Complete the whole of the first level – Ceylon – in less than an hour, using only the whip. Reckon you can do that? I will continuously spit on your worthless face until you do, for I am a cruel taskmaster, and you are not fit to lick the white dog's eggs from my boots. Now play, damn you! PLAY! PLAY! (cough)

SMILES BETTER: Just look at their smug faces. You must not rest until they are shamed and humiliated. Make it so!

Dan G.

TIMESPLITTERS 2

Handy with your shooter? No, you filthy beggar, that's not what I mean. Exceed 4000 points on the Simian Shoot-out challenge and I will refrain from listening to N*Sync for 10 whole minutes.

Dan D.

BUFFY: CHAOS BLEEDS

I like to dress up as a lady and hang around graveyards. But that's enough about my Friday nights – I want you to finish the Cemetery level in under 35 minutes. Bwa-ha-ha!

Nick

THE KING OF ROUTE 66

On the second level – A.C. Delivery Centre – I want you to finish the level with at least six seconds remaining on the clock. I am the trucking king, or, if you will, TrucKing. See?

Adrian

BOMBERMAN KART

I know a thing or two about karts, and if you can beat 800m in Jumb Bomb, then you probably know more about karts than me. But it's doubtful. Chump.

Milf

CONFLICT DESERT STORM 2

Pathetic mortals! You think you can beat me? I require you to complete the Beseiged level without using the two emplacements. It can be done – but only by me. ME!

*IF YOU THINK YOU'RE HARD ENOUGH

TRICKS OF THE TRADE

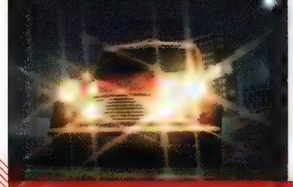
Need some help? Here's our monthly round up of hints and tips that'll propel you to gaming greatness.

METAL GEAR SOLID 2: SUBSTANCE

A fraction of a second is all that separates the current nest of sneaky Snakes. Make sure you know *exactly* where you have to go so you can shave off that essential sliver.

TONY HAWK'S PRO SKATER 4

You're on a time limit for the challenges, right? Well, sort of. If the clock stops while you're mid-trick, you're allowed to finish your trick. Keep that combo going and you can rack up big points in extra time!



challenge 9

GRAN TURISMO 3

Things are shifting, and there are some sterling scores to beat. Freeride Arcade times is what we're after, so grab yourselves a pad and get going, speed freaks.

SUPER SPEEDWAY

0'22"967	Paul Fitzpatrick
0'23"844	James Walker
0'23"334	Amanda Offord NEW!
0'23"451	Alan Kelly NEW!
0'23"550	Jack Fisher NEW!

MIDFIELD RACEWAY

0'51"375	Paul Fitzpatrick
0'51"638	Amanda Offord NEW!
0'51"937	Alan Kelly NEW!
0'52"217	Lee Boothby
0'52"279	Will Dendy NEW!

SMOKEY MOUNTAIN

0'46"845	George Boothby
0'46"503	Mike Di Iorio
0'46"997	Amanda Offord NEW!
0'47"414	Paul Fitzpatrick
0'47"833	Lee Boothby

TRIAL MOUNTAIN

0'58"612	Paul Fitzpatrick
0'58"638	Amanda Offord NEW!
0'59"042	Jack Fisher NEW!
0'59"336	George Boothby
0'59"362	Alan Kelly

SWISS ALPS

0'54"656	Paul Fitzpatrick
0'54"666	Alan Kelly NEW!
0'55"193	Amanda Offord
0'56"235	George Boothby
0'56"348	Lee Boothby

DUMPED!

This month's prime *GT3* loser is:

■ SUPER SPEEDWAY: 0'23"792: Lee Boothby

SAY GOODBYE TO THE LEARNER DRIVER

challenge 10

METAL GEAR SOLID 2: SUBSTANCE

It's only been out for a couple of months so far, but we've already had a whole bundle of entries for the Snake VR missions from our keenest readers... These are the times *taken*, not time left.

SNEAK LV.5

00'10"30	Daniel McDonnell NEW!
00'10"54	Gavin McIntyre NEW!
00'10"70	Adam Povey NEW!

ELIMINATE ALL LV.5

00'20"22	Gavin McIntyre NEW!
00'20"92	Adam Povey NEW!
00'22"54	Chris Hill

WEAPON: ASSAULT LV.5

53828	Lee Walker
43759	Chris Hill
41437	Ben Childs

WEAPON: NIKITA LV.5

00'30"98	Chris Hill
00'31"95	Adam Justice
00'35'22	Mike Hunt

FPS MODE LV.1

27480	Adam Justice
25125	Mike Hunt
21955	Chris Hill

FPS MODE LV.2

00'19"50	Ryan Carson
00'19"68	Gavin McIntyre NEW!
00'20"62	Chris Hill

FPS MODE LV.3

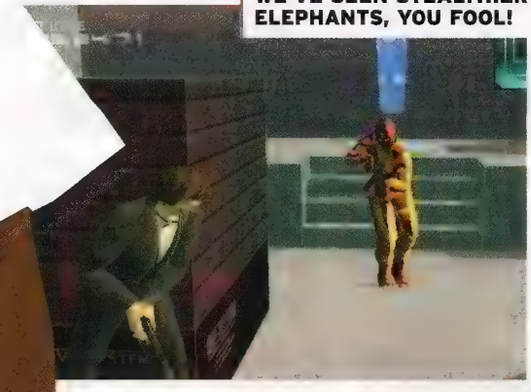
55944	Mike Hunt
28837	Chris Hill
27480	Stevie Took

DUMPED!

This month's prime *Metal Gear Solid 2: Substance* loser is:

■ SNEAK LV.5: 00'13"38: Lee Perryman

WE'VE SEEN STEALTHIER ELEPHANTS, YOU FOOL!



challenge 11

TONY HAWK'S PRO SKATER 4

Come on folks, we don't want to see repetitive one-trick wonders here – keep it nice and varied with a good spread of stunts. Steer clear of the Career mode, make full use of the terrain – and send us the proof on VHS.

COLLEGE

20,185,878	Daniel Mosley
18,834,222	Jake Douglas
9,592,122	Steve Moran NEW!
9,456,020	Carl McCally
7,591,680	Daniel Cheek

SAN FRANCISCO

34,320,650	Daniel Cheek
17,882,326	Dan Bedwood
15,221,002	Jamie Morgan
6,667,943	Bob Travis
4,784,113	Martin Brooker

ALCATRAZ

22,562,021	Steve O'Neil
20,854,203	Jamie Morgan
19,441,000	Michael Polson
13,326,180	Daniel Cheek
13,888,345	Tim Crosby

KONA

17,776,092	Liam Collet
15,722,178	Richard Garret
9,947,516	Daniel Cheek
8,409,437	Steve Moran NEW!
7,212,888	Jamie Morgan

SHIPYARD

30,098,654	Alex Richardson
29,689,100	Nigel Brand
25,654,289	Vince Pratt
15,426,160	Daniel Cheek
10,333,190	Brian Moore

LONDON

13,117,887	Daniel Cheek
11,046,573	Steve Moran NEW!
10,417,894	Daniel Mosley
9,817,004	Mark Stone
8,296,332	Ray Warrel

ZOO

15,257,134	Ian Gillingham
14,226,239	Jensen Holzer
12,009,876	Morris Eade
12,000,006	Paul Jallif
8,789,333	Christian Scott

CHICAGO

15,603,342	Charles Windstaff
15,057,642	Steve O'Neil
12,876,174	Tony Harrison
8,508,873	Daniel Cheek
7,631,597	Rodney Cox

CARNIVAL

16,445,408	Paul Dennis
14,486,987	Jonathan Griffiths
14,005,679	Rodney Cox
10,757,442	Martin Prince
8,164,597	Robert Brent

dumped! This month's prime *Tony Hawk's* loser is:
■ COLLEGE: 5,543,190 William Green
YOU'VE KICK FLIPPED YOUR LAST

APPRENTICE NINJAS

They may not have made it on to our charts but this lot deserve a shout nonetheless.

Raymond Dutfield-Cooke
Midnight Club 2
LA Turismo
2'28"38

Samuel Sidney
Tony Hawk's 4
College
3,351,961

Beau Jones
Midnight Club 2
River Raid
3'32"01

Aaron Jay
Tony Hawk's 4
San Francisco
3,923,242

Jimmy Mac
Midnight Club 2
Arrivals & Departures
3'49"00

THINK YOU CAN DO BETTER?

Then fill in the form, send us a message to print alongside your pic and make sure you're as good as you think you are.

challenge 12

HITMAN 2: SILENT ASSASSIN

Nothing less than Silent Assassin ranking will do to join this hallowed league. No alerts, no popping civilians. Total stealth-meisters only need apply.

ANATHEMA

2'33"	Gavin McIntyre
2'33"	Steve Moran NEW!
2'45"	Will Meredith
2'51"	Neil Young
3'53"	Liam Donworth

ST PETERSBURG STAKEOUT

4'18"	Will Meredith NEW!
4'42"	Steve Moran
5'06"	Matthew Carr
5'34"	Liam Coolidge
5'36"	Jamie Bryson

KIROV PARK MEETING

2'20"	Will Meredith
2'25"	Steve Moran NEW!
2'33"	Gavin McIntyre
3'12"	Liam Donworth
3'12"	Jack Franklin

INVITATION TO A PARTY

2'13"	Steve Moran NEW!
2'17"	Will Meredith
2'45"	Gavin McIntyre
2'46"	Matthew Carr
2'47"	Liam Donworth

TRACKING HAYAMOTO

3'53"	Gavin McIntyre NEW!
3'57"	Steve Moran
5'43"	Will Meredith
5'49"	Matthew Carr
5'50"	Darren Gabriel

dumped!
Last month's *Hitman 2* loser was:
■ ANATHEMA:
3'55" Ibraheem Gedal
IF YOU WANT TO SURVIVE YOU'VE GOT TO FIGHT

PRO DOJO ENTRY FORM

**PSM2,
PRO DOJO,
FUTURE PUBLISHING,
30 MONMOUTH STREET,
BATH BA1 2BW**

Dear PSM2,
I'd like to join your elite order of shadow warriors. It's been ages since I've won free games and been really famous.

And I enclose... MY PHOTO ❑ (or I've emailed you one)
A VIDEO OF MY ACHIEVEMENT ❑ (wound to just the right place)

Check out my tape, it's got this on it:

Game / Challenge	Chart	Time / Score

My message to the gaming nation is:

"..."

Name .....
Age .....
Address .....

MOBILE PHONE GAMES

DIRECT TO YOUR PHONE EASY AS 1, 2, 3...

To get a "Game to Go" for your mobile phone simply text keyword (e.g. MOTOGP PS2) to 88188 and follow instructions in text messages

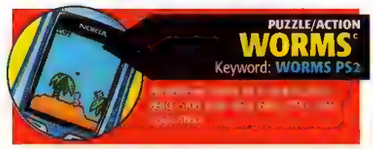
Downloading a game to your phone has never been easier:

Just follow these simple instructions

1) Choose a game from our line-up of licensed titles
2) Text the game keyword to 88188 (eg. MOTOGP PS2)
3) Customer will receive 3 billing SMS's and a SMS with a link to the game for downloading the game

For more great GAMES, and more INFORMATION visit www.madtap.com

Choose from our handpicked list of licensed games



WRESTLING
WWE MOBILE MADNESS CAGE
Keyword: MMC PS2
Available on: Motorola T720, Nokia 3510i, 8910i, 5100, 6100, 6610, 6800, 7210, 7250

ARCADE
BILLIARDS
Keyword: BILLIARDS PS2
Available on: Motorola T720, Sharp GX10, Siemens M50, Nokia: 3410, 6310i, 5100, 6100, 6610, 6800, 7210, 7250, 7650, 3650

PLATFORM
HELLO KITTY JUMPA JUMPA
Keyword: JUMPA PS2
Available on: Motorola T720, Sharp GX10, Nokia. 5100, 6100, 6610, 6800, 7210, 7250, 7650, 3650

PUZZLE
SNOOD
Keyword: SNOOD PS2
Available on: Motorola T720, Sharp GX10, Nokia: 3510i, 8910i, 5100, 6100, 6610, 6800, 7210, 7250, 7650, 3650

SHOOTER
GROUND POUNDER
Keyword: GPOUNDER PS2
Available on: Motorola T720, Nokia: 3510i, 8910i, 5100, 6100, 6610, 6800, 7210, 7250

Each game will be charged at £4.50 to your mobile bill as a premium charge. Please make sure you have the correct device as listed above. WAP settings have to be set correctly (contact your service provider/operator to enable WAP/GPRS). Make sure your mobile has sufficient memory before downloading the game. It is customer's responsibility to make sure they are connected to their mobile network. Customer will receive 3 billing SMS's and a SMS with a link to the game for downloading the game. Please make sure phone stays in an area with operator service while downloading the game.

Offer - UK Only

INDIANA JONES AND THE EMPEROR'S TOMB

PART 2 IT'LL GET YOU INDY END!

Like the Indiana Jones movies our guide comes in two parts. No, hang on there were three films weren't there? Or was it four? Aw nuts. Here's the final part of the guide.

AIM OF THE GAME

By now you should be halfway through this tortuous tale of platform-leaping, bad-guy-belting and – yes – more than a little tomb raiding... If it wasn't for the slightly dodge frame rate (and the imminent arrival of *Prince of Persia* this would have scored in the 90s. As it stands you could do a lot worse if you're after a platform adventure game. Like buy *Tomb Raider* for example...

WHIP IT GOOD!

Here's the second part of our frankly too vast guide. This part will get you through to the end of the game – with more detail than Michealangelo's spare bedroom ceiling. We recommend drafting in a 'co-pilot' to read the guide aloud while you take care of the necessary pad prods and button pushes. Only intense teamwork (and strict adherence to the words of this guide) are going to get you through to the game's end.

One final thought: Where does Indy stow his hat when he jumps into the water? Answers on a postcard...

WHAT WE SAID...

PSM2 ISSUE #38 Aug 2003

"We've got to say that we were highly sceptical before playing this but after a thorough play of the opening levels, we're hooked."

WHAT WE SAY NOW

Excellent combat coupled with platforming moves makes us very happy indeed. We love Indy, and the fighting and the whipping.

80

INDY'S SECRET STASH!

RELIC HUNTER

Aside from your normal mission objectives, there's a challenge to test even the most wily of adventurers among you – relic hunting. Each chapter of the game, of which there are ten, contains three relics or artefacts. They may be tucked away in hard-to-reach areas or concealed in crates, but once you collect them all (the location of each and every one is highlighted in this very guide), you'll unlock a tasty treat... well, okay, not so tasty treat.

ART GALLERY

When every artefact has been found in the game, a new option will be revealed on the main menu – the Art Gallery. Here, you can browse through a thick tome of Indy-related artwork, from character designs to conceptual level art.

Unfortunately, you're unable to zoom in on any of the pictures, and so they're displayed at a ridiculously small size – you can barely see anything of interest. A little bit pointless overall, then.

If you like, you can also select the Artefacts option and view your collection of priceless pieces, all lavishly laid out in a display cabinet – but again, you can't actually zoom in and examine them in any great detail, nor can you get any background information on them. It's all highly pointless!

CHAPTER 3: ISTANBUL

ISTANBUL BREAKOUT

OBJECTIVES: Escape from the cell and recover your confiscated equipment. Find a way into the ruined mosque.
ARTEFACTS: Piri Reib Manuscript

When the intro ends, duff-up the two Turks who come through the door, then leave the cell. Kill the next bad guy and take his Turkish knife, then head down the steps and through the gate. Kill the Turk along the passage, then search behind the crates for the grenades.

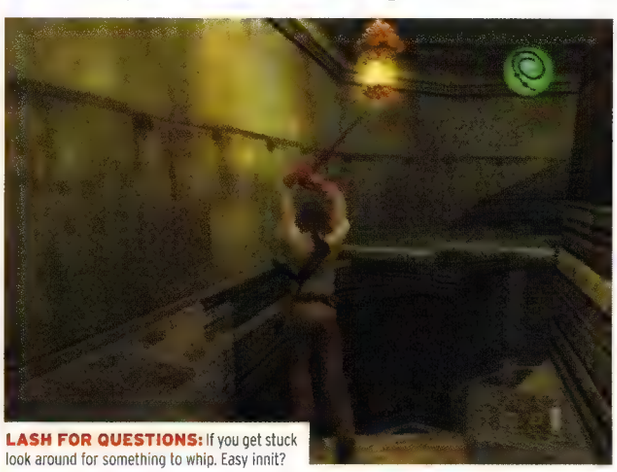
Pick one up, then sneak through the next arch. Toss the grenade at the guard on the wall. Take his MP-40, pick up another grenade, and toss it at the second guard on the wall to the left. Jump up to the wall where the first guard was, and take the MP-40 ammo. Go down the steps and through the door.

Take a grenade from the box by the steps, and toss it at the guard ahead. Do the same for the next two guards. Take the medikit, ammo and satchel from the table in the room to the left.

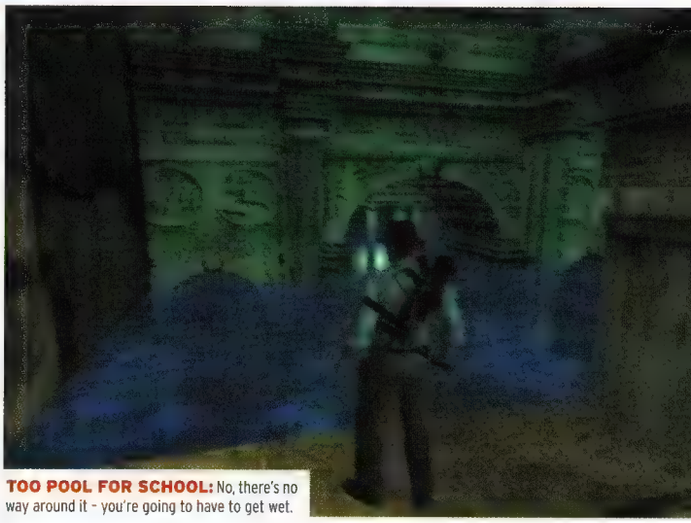
Head back up the steps. At the edge of the wall where the first guard with the MP-40 stood, use your whip to swing over to the wall where the second guard stood. Kill the two Turks on the lower level, then duck behind the wall when the third Turk mounts the machine gun. Toss a grenade at him, then climb the wall. Press ▲ to mount the machine gun, and use it to take out the oncoming guards. Head down the steps and follow the passage to the square, where you'll be ambushed. Mei Ying will join the fight – intervene in her fights and she won't hesitate to bash you as well, although her attacks can't hurt you!

When the fight's over, Mei Ying will flee. Go through the door and climb to the highest part of the scaffolding. Jump onto the chain, and swing to the upper level with the window. Head through it and wall-hug to the right, then jump over to the scaffolding opposite. Climb onto the tower, then run around the back. Push the crate off the lift to go up. Use the zip-line, and climb down the scaffolding. Take out the two Turks who zip-line down behind you, then climb the next set of scaffolding onto the roof of the next building. Take out the guard, and keep climbing.

Take the medikit from the small crate, then climb to the top of the scaffolding. Break the large crate on the left, then drop down onto the rim of the domed roof. Follow the rim round, then drop down at the end and go into the room. Drink from the fountain, and take the Piri Reib manuscript from the shelf. Now head back around the domed building and climb up to the exit door.



LASH FOR QUESTIONS: If you get stuck look around for something to whip. Easy innit?



TOO POOL FOR SCHOOL: No, there's no way around it - you're going to have to get wet.

THE SECRET OF THE MOSQUE: PART 1

OBJECTIVES: The Nazis are excavating something below the mosque. Get down there and find out what it is.
ARTEFACTS: None

Go through the left-hand door, then use your whip to swing over the broken floor. Take a running jump at the edge of the platform, and whip to swing over the next drop. Slide down the slope, then jump up and whip the light fitting to swing to the ledge in front.

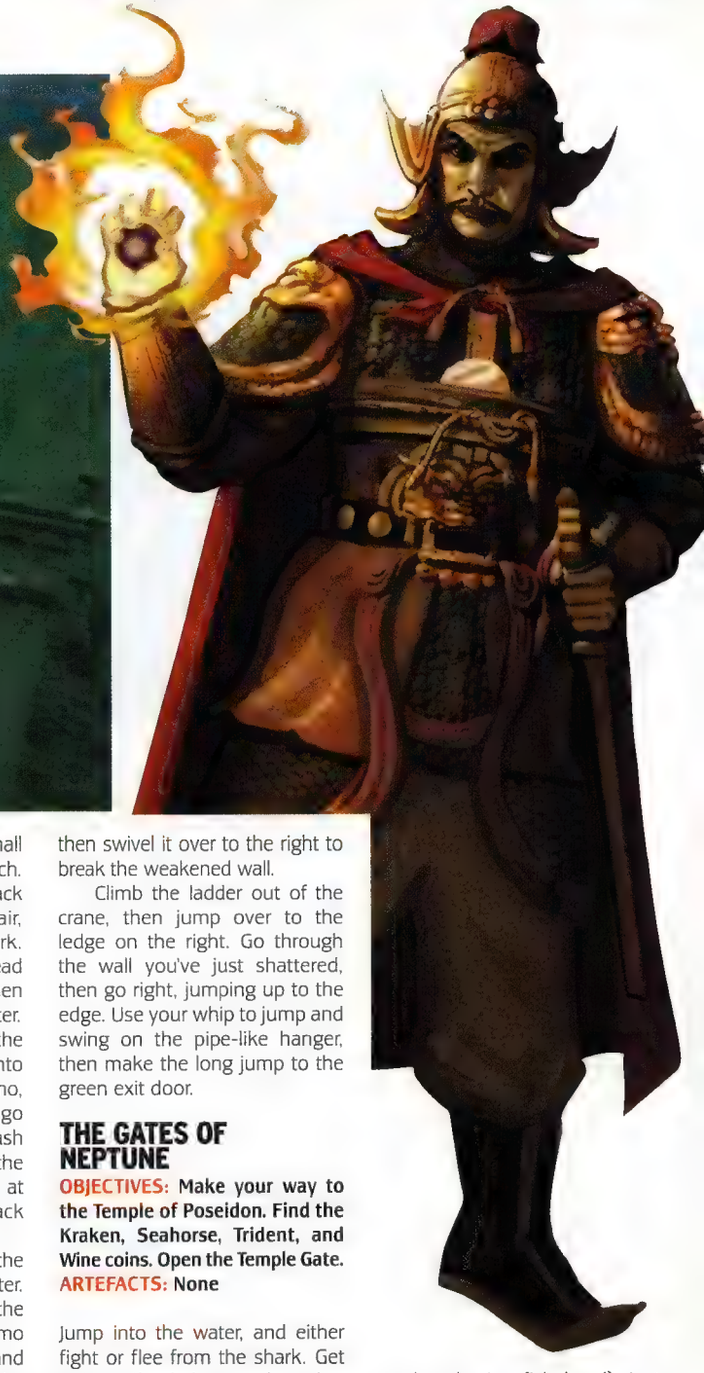
Get the medikit and ammo from the skeleton around the corner, then go back through the door. Sneak up on the two guards around the corner, and pick up their mauser pistols. Wall-hug to the left, then take out the Turk, followed by the two Nazis. Take the ammo from the table, and go through the left-hand door. Kill the next two Turks, and go through the right-hand door.

Go down the stairs. At the left ledge, jump and whip-swing across the water. If you fall in,

INDIANA JONES AND THE EMPEROR'S TOMB

"KILL THE NAZI"

SHARKED FOR DEATH: Needless to say the pointy end of the shark is best avoided.



there's a shark to contend with – either out-swim it or kill it with the knife. Knock the Turks into the water, then head to the left. Wall-hug to the right, whip-swing on the light fitting, then follow the wall to the fountain.

Return to where you last used your whip to swing, then drop off the platform to the ground below. Jump and whip-swing into the archway. Hug the right wall, and shoot the Nazis around the corner. Go into the room, blasting more Nazis. Pick up the medikit and demo charge from the table, and the grenade from the crate. Head to the intersection, and go right. Use the charge to blow the door.

THE SECRET OF THE MOSQUE: PART 2

OBJECTIVES: Get to the crane and use it to descend into the pit.
ARTEFACTS: Ottoman Seal

Roll under the crack in the wall and take the Ottoman Seal from the table. Roll back out and shoot the bad guys. Climb the scaffolding, and use your whip to swing to the next set of scaffolding.

Jump and go through the door. Go left, and jump up on the ledge. Grab the narrow ledge. Shimmy to the left, and up through the door above the one you just came through. Go left and jump over to the scaffolding. Go through the door next to the scaffolding, and whip-swing over to the next door. Run through the passage, then jump onto the crates below. Kill the bad guys, then drink at the fountain. When more Nazis come down in the lift, kill them, then pull the lever inside to go up in it.

Climb the ladder into the crane. After the cut-scene, use the controls to pick up the large stone head, and move it across to trigger another cut-scene. Kill the Nazis, then climb the ladder until you reach the top of the crane. Run along the arm until you reach the head. Swing onto it using your whip.

THE SUNKEN PALACE

OBJECTIVES: Find a map of the Sunken City. Make an entrance into the Palace of Belisarius.
ARTEFACTS: Delian Proclamation

Swim to the left of the pillar, then climb onto the platform. Take the oxygen tank, and break the crate for a medikit. Jump into the small pool and swim under the arch. Kill the shark, then swim back under the arch for more air, before tackling the second shark. Swim under the first arch, head left through the next one, then turn right to get out of the water.

Go up the steps beyond the pillars. Kill the Nazi, then go into the building. Pick up the ammo, map and speargun, then go through the other door. Smash the crates to reveal a hole in the wall. Roll under it, and drink at the fountain, then head back through the building.

Go down the ladder on the jetty and jump into the water. Swim to the right, and kill the two Nazis, then take the demo charges. Get out of the water and go back to where you fought the sharks. Swim to where you picked up the oxygen tank. Swim to the damaged pillar and climb up it. Plant the charge, then jump into the water to avoid the blast. Use the ramp you've created and various structures to get to the hook line. Jump to the first hook and whip it to swing, then as you let go, whip again to swing on the second hook.

Jump over to the next section, then use your whip to swing on the next hook line. When you land on the crate, cut the rope and the crate will fall and smash, revealing the Delian Proclamation. Jump over to the crane, and use the controls to pick up the head, then swivel it over to the right to break the weakened wall.

Climb the ladder out of the crane, then jump over to the ledge on the right. Go through the wall you've just shattered, then go right, jumping up to the edge. Use your whip to jump and swing on the pipe-like hanger, then make the long jump to the green exit door.

THE GATES OF NEPTUNE

OBJECTIVES: Make your way to the Temple of Poseidon. Find the Kraken, Seahorse, Trident, and Wine coins. Open the Temple Gate.
ARTEFACTS: None

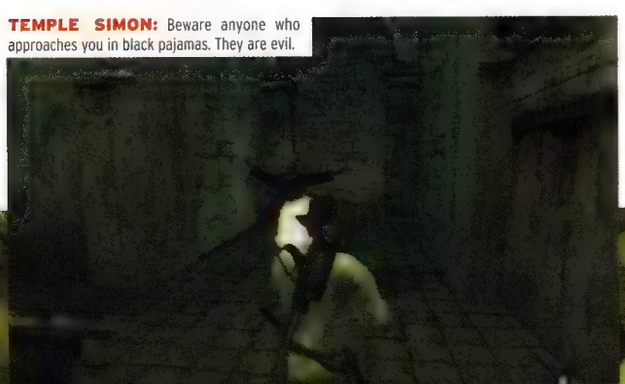
Jump into the water, and either fight or flee from the shark. Get out on the ledge on the other side of the ruins. Jump up on the platforms, and swing across on the glowing fish head. Hug the wall around the bend, and follow it around the corner. Drop off to the platform below. Jump over to the neighbouring platform on the right, then wall-hug around to the other side of it. Jump to the next platform, then the one after, before hauling yourself up the wall and heading up the steps. Make the long jump to the ledge over to the left, and kill the Turk.

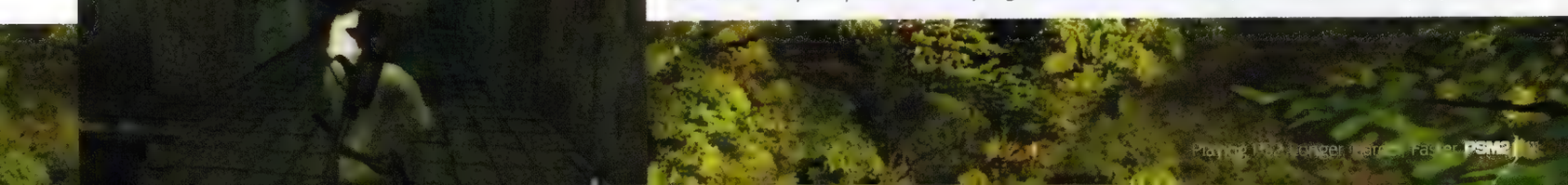
Go down the steps, and shoot the next Turk, before picking up the wine coin. Now head back to the shore (where you got out of the water to swing on the glowing fish head). Just before the fish head, swim through the arch that's slightly to the right. Look for the glowing underwater light, and head through the underwater door next to it, then go up the steps.

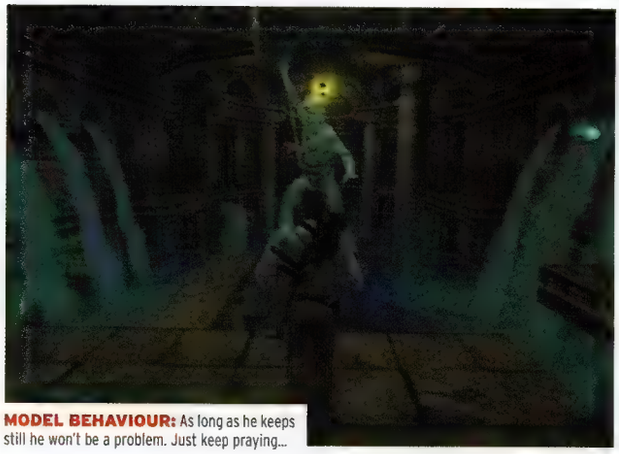
Follow the path around, then make the long jump to the next structure. Swing on the second glowing fish head, then climb up on the ledge around the back. Pick up the grenades, and run through the sandstone arch, then jump into the pool below. Kill the shark. Head for the ledge at the far end of the ruins.

Climb up on all the various platforms, to where the light sits on top. Run and jump onto the

TEMPLE SIMON: Beware anyone who approaches you in black pajamas. They are evil.







MODEL BEHAVIOUR: As long as he keeps still he won't be a problem. Just keep praying...

ledge to the left of where the light is, then climb down the other side. Take the demo. Stand on the edge of the platform (so that the camp fire is to your right), and jump into the water, swimming left towards the underwater light. Go through the door underneath the arch, and swim through the broken gate. Take the medikit from the skeleton, then swim out, surfacing to get air.

Go back to the ledge where you originally got out of the water. Plant the charge underwater to blow the wall next to it. Swim into the hole you've just made, and take the seahorse coin. Make your way back to the campfire, and take another demo charge, then climb back up the structure you dropped off to get to the campfire, and head right at the top. When you reach the end, slowly drop down the ledges, until you're next to the light, then make the long jump to the neighbouring structure. Climb to the top of that structure, then walk down the fallen pillar on the other side.

Place a charge on the damaged door and blow it, then get the trident coin from inside. Go back to the campfire, and go through the door. Go into the right-hand room (mind the hole in the floor), and place a charge on the damaged wall. Drink at the the fountain you've uncovered.

Head out of the room and go right, then turn right to face the hanging rope. Jump onto the rope and climb up, then swing over to the ledge on the right. Turn right, then jump to the structure with arches. Take a grenade from the crate and toss it down the hall to where the guards are situated. When they're dead, head into the room at the end, then go down the passage, taking a long jump to the next passage. Jump down to the mouth of the cave, then head through to the other side.

Jump into the pool, kill the shark, then pick up the kraken coin from the sea-bed. Get out of the pool and head towards the temple. Place each of the four coins in its respective slot around the entrance, then turn both the wheels to open the gate.

THE FALL OF THE SEA KING

OBJECTIVES: Find the fishy Kraken's chamber.
ARTEFACTS: None

Swim down to the far end of the pool and kill the two diver Nazis that come in. Take a demo charge and place it on the statue of Poseidon's right ankle. Swim back towards the door and swim into the hole. Swim down the side passage, and you'll surface on the other side of one of the outside waterfalls.

Get out of the water and head upstairs. At the pump room, drop down and turn the wheel on the wall to cut off the waterfalls. Fight the Turks who appear, then head back the way you came. Use the lowest pillar opposite the statue to get out of the water, then use the next pillar to get back to the main entrance.

Head left, and swing on the glowing fish head. Watch out for the floor beyond, as it'll crumble. Take a running jump over the crumbled floor. When you see the whip icon, turn left and jump towards the statue's trident, before whipping and swinging on it to the other side of the chamber. Head right, then hug the wall around the hole in the floor. Drop down to the ledge behind the statue and place a charge, as indicated by the cut-scene. Go back up the ledge to avoid the explosion, and drink at the fountain in the side chamber.

Dive into the water, and head towards the pillar that shattered in the cut-scene. Climb on it, and jump to the ledge behind it, then climb the vines on the wall. Go behind the statue's head, then whip the light fitting, and swing to knock the statue over, clearing a hole in the floor.

KRAKEN ONE OFF: Make sure you get the super speargun or this brute is unstoppable.

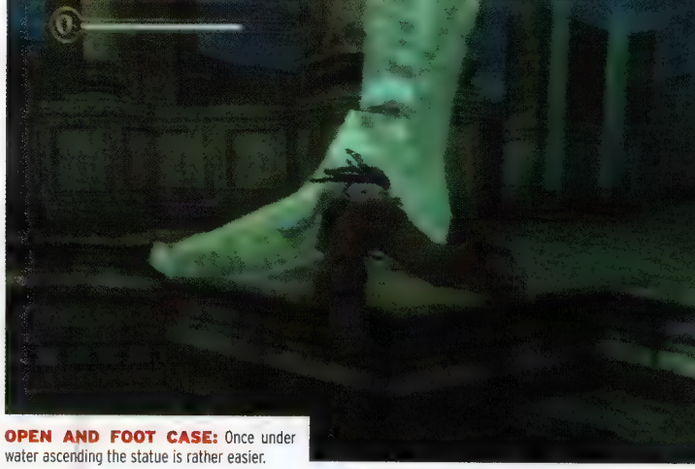
THE KRAKEN'S LAIR

OBJECTIVES: Defeat the Kraken. Recover the third fragment of the Mirror of Dreams.
ARTEFACTS: Mirror fragment

Swim to your left, and get out of the water, then stock up on supplies, including the super speargun. The Kraken will spew out jellyfish to bring you to him. You can shoot these, or they'll explode on their own.

Dive, avoiding the jellyfish, and press L1 to take aim with the super speargun. Repeatedly shoot at one of the Kraken's eyes. Eventually, after several hits, the Kraken will retreat into its cave. This gives you a few vital seconds to swim down to the area where it was, and plant a charge on one of the four columns surrounding it. Retreat, and a cut-scene will show the pillar weakening.

Repeat this process, making the Kraken retreat. Plant a charge on the next three pillars, until all four have been blown up – the Kraken will be crushed. When the water's drained, walk up the steps where the Kraken was, and get the fragment from the Mirror of Dreams.



OPEN AND FOOT CASE: Once under water ascending the statue is rather easier.

SO LONG, SUCKERS: Aim for the eyes then use explosives on a nearby column.

CHAPTER 4: HONG KONG

THE GOLDEN LOTUS

OBJECTIVES: Rescue Mei Ying!
ARTEFACTS: Tai-Tsu Mask

When the shit hits the fan, use chairs, table legs and bottles to dispose of the karate-chopping hordes. When the coast's clear, go through the door next to the bar, and head downstairs. When more thugs attack, lure them back upstairs, get behind the bar, and lob bottles at them. Go up the ladder at the back of the cellar, smash the crates for a medikit, and go up the next ladder.

After the cut-scene, climb the ladder on your right and go through the door. Kill the bad guy and take his weapon. Smash the crates to get the Iron Skin Potion. Head through the next door and take care of the thugs, then pull the lever in the next room.

Head through the door on your right, then open the grey door. From the hallway, go down the stairs and through the red door. Head left, and shoot the guy in the second room on the right. Pick up the Tai-Tsu Mask from the pedestal. Go down the passage, and fight the guy in the room two doors down, then take out the three bad

guys who come through the door at the end. Go through the door, head downstairs and drink from the fountain.

Fight the guy who comes through the door. Go through the red doors into the restaurant, then run to the other side of the room, and pull the lever next to the stage. Kill the gun-toting man when the curtain goes up, and take his Mauser and ammo. Smash the crates to get a medikit and more ammo, then climb the ladder. Use the ropes to swing to the other platform, then leave via the double doors.

THE GOLDEN LOTUS: PART 2

OBJECTIVES: Rescue Mei Ying!
ARTEFACTS: Longshan Idol

Kill the guy with the shotgun. Take it, and head through the double doors. Kill the two waiters and go down the stairs. Engage in a shoot-out with the hordes at the bottom, and take their vast weapons when you're done.

Go back to the stairs, and walk down the box-strewn passage. Go into the first alcove on the left, then through the door on the left. In this dressing room you'll find a medikit and the Longshan Idol. Leave the room, and go through the doors at the end of the passage.

THE STREETS OF HONG KONG (PARTS 1 & 2)

OBJECTIVES: Rescue Mei Ying!
ARTEFACTS: Chinese Seal

After the cut-scene, concentrate on taking out the goons riding motorbikes and attached to the cars. There's a semi-auto aim, so if you move the cursor near the target, it will lock on, which makes life easier.

There will be a cut-scene halfway through the first stage, but just before it's triggered, you'll be pursued by three motorbikes. You should see a crate to the left (which you can also lock on to). Shoot the crate, and you'll get the Chinese Seal artefact. The second stage is just more of the same.

CHAPTER 5: PENG LAI LAGOON

THE SECRET OF PENG LAI LAGOON: PART 1

OBJECTIVES: Locate a demo charge and blast a hole through the lagoon wall. Find a path through the ancient ruins.
ARTEFACTS: None

Swim to the surface and climb the ladder. Smash the crates to get the oxygen tank, speargun and ammo. Dive into the water to kill the guard (watch out for sharks). Swim into the submarine wreck, and grab a demo charge. Swim back to the surface and climb onto the floating platform. To the side of the platform, you'll see two lights. Swim down, and kill the enemy, before planting a charge on the wall behind him.

Swim through the new hole . Surface in the small pool, and you'll find extra spears for your speargun. Otherwise, just swim into the small side-cave. Surface. and swim to the sandy shore with the light, tree and crate. Smash the crate for a medikit. Climb the vine, and swing to the ledge, then make the long jump to the ledge opposite. Shoot the two Nazis in the distance, then do a double whip-swing over to the platform. Exit via the double doors.

THE SECRET OF PENG LAI LAGOON: PART 2

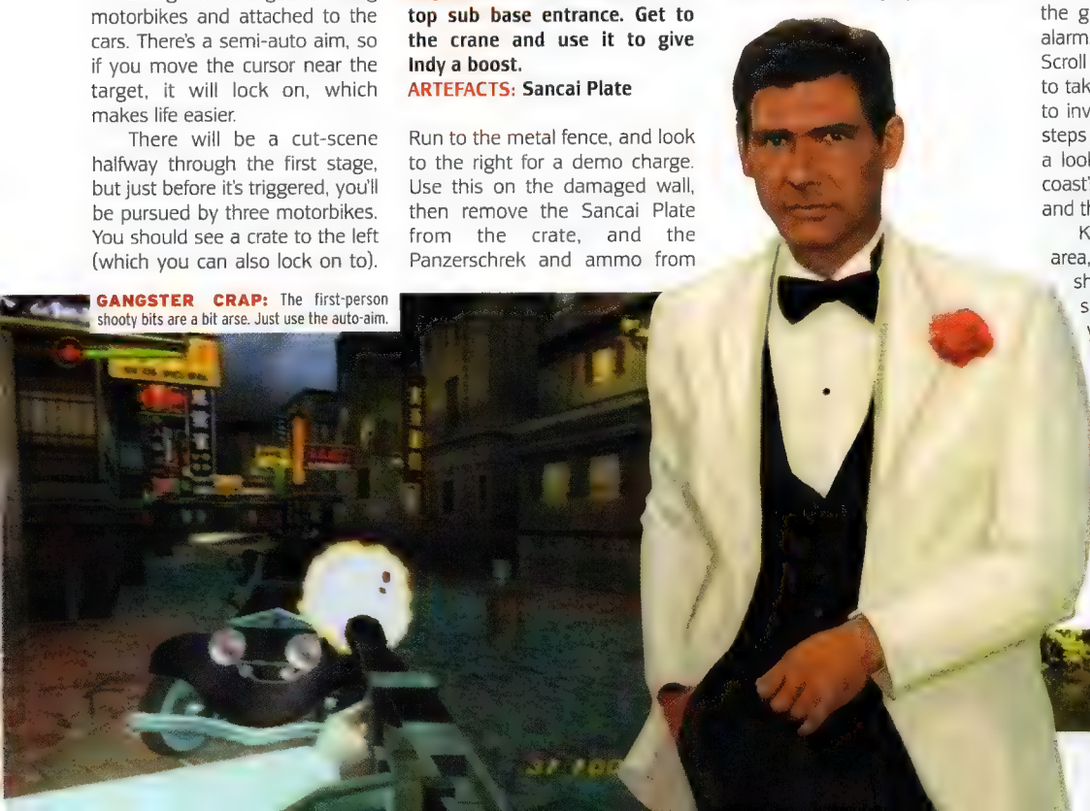
OBJECTIVES: Access the cliff top sub base entrance. Get to the crane and use it to give Indy a boost.
ARTEFACTS: Sancai Plate

Run to the metal fence, and look to the right for a demo charge. Use this on the damaged wall, then remove the Sancai Plate from the crate, and the Panzerschrek and ammo from the secret room. Leave the room and go up the steps, then mount the machine gun and kill the Nazis on the street below and on the top-left – the street lights will explode with enough punishment.

CHAIR BEAR BUNCH: Use whatever you can get your hands on to take care of the 'waiters'.

When the street's clear, drop down, then head to the far end, following the grassy path to the sub-base. Climb down the ledges to your right, and fight the enemy beneath the guard tower. Use the elevator, and kill the guard at the top. Climb the ladder, and use the zip-line. Jump off the building, and fight the guard down below, then go into the small building. Take the ammo, then leave, and climb into the cabin of the crane.

Use the controls to lift the platform over to the base entrance (move it as far right as it will go, then lift it higher by pressing ↑ on the D-pad). Climb up the ladder in the crane, onto the roof, then climb along the arm, before swinging over onto the platform. Make the long jump to the base entrance and go inside by pulling the lever.



GANGSTER CRAP: The first-person shooty bits are a bit arse. Just use the auto-aim.

IRON CROSS

OBJECTIVES: Infiltrate the outer sub base, avoiding guards when possible.
ARTEFACTS: Siam Qian Shiji Scroll

Stealth's the key here. If you get caught, run to an alarm station and pull the lever to switch off the siren. Leave it too long, and a guy with a flame-thrower will char you alive! Watch out for the guard above; when his back's turned, run up the steps and through the office door. Run to the other door, and watch the guard pass by the window, then go out and head up the steps. Go behind the crates to the right at the top, then jump up to the ledge and break the crate for a medikit.

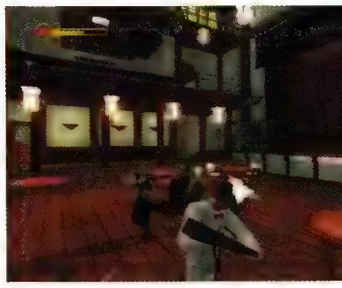
Go along the walkway, and through the door to the right of the alarm station. Go up the steps and into the room above, then kill the guard before he sounds the alarm. Take the Siam Qian Shiji Scroll from the table. Grab a bottle to take out the guard who comes to investigate. Go back down the steps and out the door, then keep a look out for guards. When the coast's clear, go down the steps and through the doors.

Kill the guards in the next area, then go through the door shown in the cut-scene. Make sure all alarms are off before you leave.

THE U-BOAT BASE: PART 1

OBJECTIVES: Find a way into the U-Boat pens.
ARTEFACTS: None

Go through the door to the right, and up the stairs. Take out the guards. Go into their room, then take the MP-40 and ammo from the table. Go through the double doors off the hallway. Take out the guard patrolling, up the steps around the corner. Go through the doors at the end to trigger a cut-scene.



Man the machine-gun turret, and take out the enemy hordes that emerge from the dorm on the right, from the corner to the left, and up high on the left. Shoot the barrels to trigger explosions. When the coast is clear, and no more guards emerge, press Ⓐ to detach the machine gun, then pull the lever to turn off the alarm.

Go into the dorm, and smash the crate to get a grenade. Head out, and smash the crates in and around the truck to get some ammo and a medikit. Head up the ladder to the front of the truck. Walk back and jump onto the roof of the truck, then over to the roof of the next building. Drop through the open grate and pull the lever, then leave the building. Watch out for the new guard, and climb the ladder again, before dropping through the other vent.

THE U-BOAT BASE: PART 2

OBJECTIVES: Make your way to the gondola station. Locate disguise and security papers. Bluff your way past the security checkpoint.
ARTEFACTS: Tablet of Longjian

Go to the end of the vent and turn right. Take the ammo, medikit and liquor bottle, then head up the ladder you passed. Drop out of the vent, then go and kill the passing guard. Go through the first set of double doors on the right and head downstairs.

Break open the crates to your left to get a medikit, then jump into the water, swim left and get on the front of the sub. From the sub, jump onto the platform opposite, then break more crates to get more ammo, the Tablet Of Longjian and another medikit.

Swim back to the original platform, and climb the ladder. Head upstairs. Go through the double doors and pull the lever to the right. Kill the guard who comes through the doors, then go into the office. Run straight through it, and go through the other door (so you're near the vent you originally entered the level by). Use your whip to double swing on the crane.

Go through the doors and kill the guard. Turn right into the next room and turn off the alarm. Take the security pass from the table and leave, then go down the stairs, taking care of the guard. Go into the locker room at the bottom and take the uniform. Exit through the double doors on the right. Go left down the walkway and head through the door, past the unsuspecting guards.

CHAPTER 6: PENG LAI MOUNTAINS

THE HIGH ROAD TO PENG LAI

OBJECTIVES: Infiltrate the air ducts and make your way to the gondola system.
ARTEFACTS: Zhao Mo Ryton

Go into the office on the left. Wait for the Nazis to leave (if they see you smash crates, your cover will be blown!) Pull the lever, then head out to the back of the truck. Making sure no Nazis are around, break the crate to get a medikit. Climb the crates in the storage area behind you, then go through the hold and up through the vent. Climb into the vent on your right, and break the crate to get the Zhao Mo Ryton, then climb back out. Go through the door on the right, then open the closet door on the right and pull the lever to turn off the air duct fan. Kill the guard, and go through the door he emerged from, then pull the lever. When the crane repositions itself, climb onto the crates and do a double whip swing to the other side.

Roll under the fan into the duct and proceed down the shaft, rolling under the two fans at exactly the right time. After the second fan, you'll start sliding down a slope. Jump at the right moment to grab hold of the ledge beyond, and pull yourself up. Failure to jump at the right time results in certain death!

When you come to the red gap, go right, roll under the fan, and take the medikit and ammo. Return to the red gap and jump over it. Go down the duct, and you'll notice an active fan, which will almost push you down the opposite duct. Quickly run down the duct, slightly to the left of the duct that pushes you down! Walk to the end and hang-drop down to the duct below, then go right and hang drop down to the hall below. Take the medikit from the crate, then exit through the double doors.

THE INFILTRATION

OBJECTIVES: Get back to the gondola and head out.
ARTEFACTS: Gui Jian Scroll

Go through the doors and shoot the guards, then go through the single door into the control room, and pull the lever. Leave the room and go down the ladder, then go right, head into the open door, and break the small crate for a medikit (none of the large crates contain anything!)

LADDER BING: Look for handily placed ladders that'll allow you to get out of the murky brine.

Leave the room and go right, following the walkway around the corner. Smash the small crate for the Gui Jian Scroll. head to the double doors on the other side of the gondola, and smash the crates for a medikit. Go up the stairs and through the door, before pulling the lever. Head up the ramps and follow the walkway. Stand on the box, jump out to the chain and swing to the platform beyond it, then use your whip to swing into the duct.

At the end of the duct, swing over to the walkway, then take care of the guard at the far end. Double-swing to the next walkway, then head down the ramps. Go through the door into the control room and pull the lever. Take care of the guard who comes to join you from the slope at the rear of the room.

Go down the slope into the room below, and smash the crates for a medikit, then go through the doors and navigate your way through the generators (taking care of the three guards as you go). Pull the lever down the far end of the centre isle, then head back up the ramps. Double-swing back across to the opposite walkway, then swing back into the duct. At the end of the duct, roll under the fan (roll sooner rather than later), then jump out and whip the hook to swing back to the platform.

If you're having trouble with over-shooting, latch onto the hook with your whip, then wait for your swing to turn into a hang. Press ⊗ + ↑ to detach, and grab the edge of the platform). Jump onto the chain to the left, climb down it, then swing to the platform where you met the first two guards. Go through the door into the office, and pull the lever. Fight the two guards that come in, and then get to the gondola.

TERROR AT 2000 FEET

OBJECTIVES: Survive long enough to reach the main gondola base.
ARTEFACTS: None

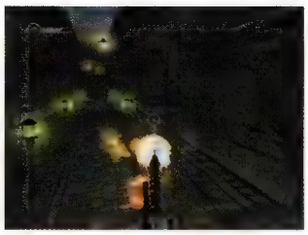
Wait until your gondola comes up alongside the other one, then jump onto it. Shove the guard overboard, then man the machine-gun. Gun down the second guard, and turn your attention to the skies, where a great many planes are dive-bombing you. Gun them down as they swoop low, and keep an eye on the gondola's condition, via the second energy bar. If it expires, you'll drop to your death.

THE AIRBASE

OBJECTIVES: Make your way into the gondola station on the far side of the base.
ARTEFACTS: Changan Stone

Head into the alcove on the right, and break the boxes for some ammo, then take care of the patrolling guard. Kill the guard on the other side of the gondola, then take care of his buddies who come through the door indicated by the cut-scene.

Head through the new door. Take care of the one patrolling guard and his mate, who enters via the side-door. Go into that side door, and smash the crate to get your hands on the medikit, then leave and pull the lever next to the large door.



Fight the guards that come down the stairs, and smash the crates for more ammo and another medikit. Go upstairs, kill the guards, then climb onto the boxes next to the generator. Jump from the roof of the building, then drop down through the skylight, and head through the door. Kill all the guards in the next two rooms, and then go through the double doors. Smash the crate to the right for the Changan Stone, then kill the guard on the walkway. Finally, head down to the end of the walkway, and go through the door on the right.

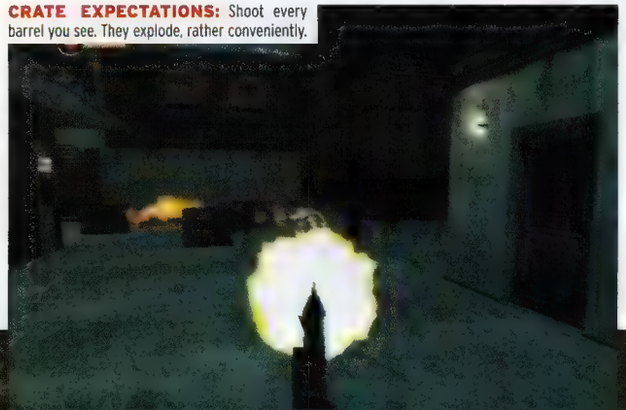
ASCENT TO ADVENTURE

OBJECTIVES: Call another gondola to the station. Board the gondola and head for the Black Dragon Fortress.
ARTEFACTS: None

Head out, then go left, kill the two guards and take the ammo from the crate. Go through the double doors and use the machine gun at the end of the platform to shoot the planes taking off from the runway, below to the left.

Take out the two guys who come through the double doors, then jump up to the ledge, to the side of the doors. Use your whip to swing across to the opposite platform. Mount the machine gun at the end, in preparation for the flame-thrower guy who bursts through the door behind you. Shoot the crate next to the gun for a medikit, and get the ammo from the crate through the doors. Run into the lift and pull the lever. Take out all the enemies down below, and smash the crates for a medikit and a grenade.

Run onto the centre platform and pull the lever, then kill the three Nazis, before getting on board the gondola. Use the



CRATE EXPECTATIONS: Shoot every barrel you see. They explode, rather conveniently.

HUN-DERNEATH YOUR CLOTHES: By disguising yourself you can have a few moments rest.

machine gun to take out the planes which attack. This should be a very straightforward battle, providing you blasted most of the planes that took off earlier.

CHAPTER 7: BLACK DRAGON FORTRESS

THE BLACK DRAGON FORTRESS

OBJECTIVES: Find a stealthy way into the Black Dragon Fortress.
ARTEFACTS: Mask of Cambaluc

Head to the left, and climb onto the roof, then head right, onto the next roof. Drop down to the roof below. Get onto the scaffolding to the right of the roof, then drop down and fight the spear-brandishing guard.

Go over the bridge and go through the double doors. Climb the ladder, and push the large box through the hole in the floor. Go back down the ladder, and hang-drop through the hole in the floor. Go through the hole in the wall, and whip-swing (three in succession) over the bamboo, to reach the alcove.

Make your way down the passage, and whip-swing on the stake, before using the ledges, and climbing up the vine-covered wall. Follow the ledge around, and then whip-swing through the damaged wall. Fight the guards and climb the scaffolding. Go past the doors at the top, then swing through the damaged wall.

Take a running jump off the platform to the left, and grab hold of the vines on the other wall. Side-step the vines to reach the platform, and go through the doors in the alcove to get the Mask Of Cambaluc. Go back out, and climb down the vines. Work your way back to the platform you jumped from to reach the vine-covered wall (leading you to the artifact), and climb the vines there to the tower.

Kill the guards, and take the crossbow, then head up the steps and go through the door on the left. Drink at the fountain, then pick up the Tiger Strength Potion, throwing knife and large canteen from the crates. Go through the door on the right, and take out the guards, then head through the next door.

Go down the ramp, and kill the next batch of guards. Keep heading down the next ramp, and go through the door at the bottom. Fight the guard and pull the lever on the wall. Kill the guard that comes through the door in the cut-scene, then continue down the next two ramps. Go through the door on the right, kill the two guards, and smash the crates for an Iron Skin Potion, throwing knife and some crossbow bolts. When the coast is clear, pull the lever, leave the room and go right. Go around the scaffolding and swing to the water duct.

CALL TO BATTLE

OBJECTIVES: Make your way to the base of the Pagoda, and begin climbing to the top.
ARTEFACTS: Qi Marble Stela

Head through the water to the left (it's quicker if you roll), and get out at the bank. Kill the guards (try not to let them get

to the gong, or they'll sound it for re-enforcements). Head over to the cubbyhole in the corner (witnessed in the sweeping cut-scene). Stock up with ammo, and get the health potion from the crates, then grab a demo charge from the box. Head to the pedestal in front of the gong, and take the Qi Marble Stela, then go to the opposite end of the courtyard, to the area that mirrors the crate room, and drink from the fountain.

Climb the scaffolding next to the entrance to the fountain room, then make the long jump to the neighbouring scaffolding construction. From there, take a running jump to the final bit of scaffolding on the roof, and haul yourself up. Run along to the left, then climb the scaffolding there. Load the crossbow and hold L1 to snipe the guard in the head.

Head to where he was standing, and whip-swing to the other scaffolding construction, before climbing down. Fight the guard, then get on the low scaffolding platform. Jump across onto the higher bit. Haul yourself up, and head around the corner, then place a demo charge on the damaged wall. Run for cover while it explodes, then go through the hole.

THE TOWER OF STORMS

OBJECTIVES: Ascend to the chamber where Mei Ying is being held.
ARTEFACTS: Yuan Xiang Idol

Start off by taking the Tiger Strength Potion and ammo from the crates on your left-hand side, then swing twice across the bamboo posts. Wall-hug the gap, head around the corner, then whip-swing twice to the rope. Climb up it, and swing over to the right. Shoot the three guards that come down, using your crossbow, and then haul yourself up to the next level.

Go around the corner, and haul yourself up on the scaffolding, then push the bricks off the lift to ride it up. As you go up, you'll notice a hidey-hole containing some boxes. Fight the guards at the top, and then step back onto the lift to get to those boxes. One of these contains the Yuan Xiang Idol. Use the ledges to get back out of the shaft or, alternatively, walk into the hidey-hole as you go up, and then lure the guards down to you, where it's easier to fight them!

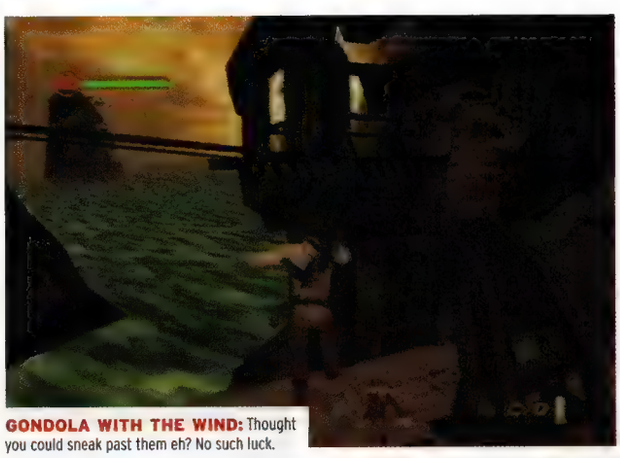
Jump over to the hanging platform around the corner and then, as it rises, jump to the next one, before swinging over to the scaffolding. Finally, fight the two guards around the corner, and drink at the fountain until you're replenished, before heading through the doors.

THE RESCUE

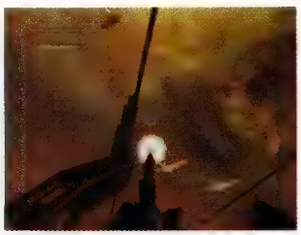
Objectives: Defeat the Feng twins and rescue Mei Ying.
Artefacts: None

You have to take out two fan-wielding vixens for this boss battle. Both attack with some ferocity, and have a bevy of moves, which are hard to block. Don't bother with projectile weapons, as these are useless. Instead, go to the weapon stands at the side of the room and pick up a sword. Keep slashing repeatedly until it breaks, and then pick up another. You can also try using the potions you've been collecting along the way, if you haven't done so already.

The best tactic is to try and concentrate on one Feng twin first, to give yourself a clear run



GONDOLA WITH THE WIND: Thought you could sneak past them eh? No such luck.



at the second one, and you shouldn't have too much trouble with this high-kicking encounter.

CHAPTER 8: TEMPLE OF KONG TIEN

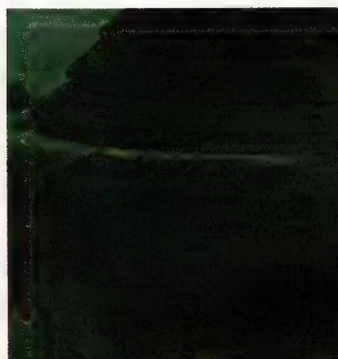
DESCENT INTO DARKNESS

OBJECTIVES: Survive a deadly descent into the depths of the mountain.
ARTEFACTS: Yuyoa Pan

This stage begins in a rather frantic fashion – you're sliding down a steep incline, and must jump up and whip at precisely the right moment in order to catch the light fitting, then swing to avoid certain death.

Once the panic is over, fill up at the fountain over to the left, and then weave your way around the holes in the floor. Whip-swing on the light fitting to clear the large gap, and then avoid the discoloured blocks on the ground (they cause poison darts to be fired from the walls). Jump onto the slope and begin sliding down, strafing left and right to avoid the discoloured blocks, and jumping to get over the clusters. Slide down the third ramp, and as you near the end, you should see that the wall ahead consists of wooden boards.

Just before you drop, jump and whip the light fitting, and swing through the boards. Inside, you'll find some crates, one of which contains the Yuyoa Pan. Continue sliding down, and at the end of the fifth ramp you can swing and whip to get to a fountain area, where you should have a drink. The next two slopes after that have fire to contend



IN SPECTRE GADGETS: It's round about now that things take a turn for the spooky.

with as well, so strafe away from the jet and continue to jump the tiles in order to get through safely.

THE CATACOMBS

OBJECTIVES: Explore the Temple of Kong Tien. Solve the fiendish I-Ching puzzle.
ARTEFACTS: Liaonong Mianjin

When the zombie-like creature appears, charge at it, and start beating it to a pulp. A good tactic is to load a pistol or the crossbow, pistol whip it (press ▢) to knock it over, then kick it (press ✕) when it's on the ground, before pistol-whipping it again as soon as it stands up. Repeat this until the spirit leaves its body. Repeat the whole process on the second zombie, then climb up the blocks next to the chamber entrance.

Once inside, defeat the next two zombies, and get the Tiger Strength Potion from the second tomb on the right, before quenching your thirst at the fountain. Pull the lever on the left, and go through the door, then fight the four zombies using the same pistol-whipping tactics as before. Go back and drink from the fountain if you need to, and then go to the end of the long passage where you just fought, and open the door. There are more zombies to fight here, so try and lure one or two of them back through the door to break up the battle, making things a little easier.

Drink from the fountain next to the door, then head down into the main chamber. Head to the gong on the right, pick up the gong mallet, and hit the gong with it. You will fall into a pit; as you slide, get ready to make the jump at the end, and haul yourself onto the main floor. Go to the blue torch on the left. Pick it up and light the brazier on the other wall to open the door. Head out of the door that opens in the next room. Continue through the next door, and fight the zombies that emerge from the tombs. When they're defeated, visit each tomb and grab the health potion and Lianonong Mianjin. Head up the ramp to the side of the chamber, quench your thirst at the fountain, and then go up the ramp on the left.

Use your blue torch to light both the braziers in the next room and go through the door that opens. When going up the next ramps, avoid the raised tiles (they glow red with your blue torch out) and go through the door. Kill the two zombies, and light the brazier to the right of the door. Light the next brazier opposite the one your just lit down the far end, and tackle the two zombies that emerge. Go back through the door into the raised tile section, and make your way back down to the I-Ching table that has slowly been getting illuminated with each brazier lit, fighting all zombies on the way.

THE DRAGON'S CLAW

OBJECTIVES: Complete the I-Ching puzzle. Recover the Pa Cheng and enter into the Temple of Kong Tien.
ARTEFACTS: Henan Bei, Pa Cheng

Go through the newly-opened door on your left, and head towards the bridge. Make sure that you still have your blue torch out, and blue symbols will appear all along the bridge. Light both of the braziers and face the bridge, still with your blue torch out. You'll notice that some of the symbols are blue, while others are red. You need to cross the bridge in a certain way, crossing the following tiles: X-1-2-3-4-5-6-7-8-9-10-11-Y ('X' is where you begin, 'Y' is where you're heading.)

Stand on tile 1. Jump to tile 3. Jump to tile 5. Jump to tile 7. Jump to tile 5. Jump to tile 3. Walk to tile 2. Walk to tile 3. Jump to tile 5. Walk to tile 6. Walk to tile 4. Walk to tile 7. Jump to tile 9. Walk to tile 8.

Once you have managed to crack the bridge puzzle, head back out through the door, and to into the I-Ching chamber. Go through the newly opened door you'll find on your left. Follow the passage through to the chasm, and then get out your blue torch. Once you do this you'll see an illuminated path across the chasm, so follow it over to the other side and light the two braziers.

As you go back to the hidden path across the chasm, the sections will be rising and falling, so make your way back across when the segments are aligned. Head back to the I-Ching table,

MAGIC MOMENTS: Time for you to use a little of your own special magic. Let 'em have it.

walk up to it, and press △ to enter another puzzle. You need to move the rings until they match the pattern on the floor around it (press SELECT to make it easier).

With the puzzle complete, grab the Pa Cheng that falls down, and go through the open door. Dispose of the zombies and spirits, using the Pa Cheug, then replenish yourself at the fountain up the ramp. Head up the next ramp, past the raised tiles and through the next door. Kill the two zombies and then turn to face the new door that has just opened (the one to the temple at the top of the steps). Go into the small tomb on the left, at the bottom of the steps, to get the Henan Bei, then go into the new area and fight the various zombies and spirits. Go through the hole in the last tomb on the right.

THE SHADOW OF KONG TIEN

OBJECTIVES: Destroy the three dragon orbs to free Mei Ying from the demon's control.
ARTEFACTS: The Mirror of Dreams

This boss encounter is easy. Equip the Pa Cheng, and use it to take out the flying spirits. Make sure you're holding it when the demoness shoots her energy balls at you, and hold R1 as they get near to deflect them. When she gears up to fire her big bolts at you, take cover behind one of the pillars. When the shields surrounding the three big orbs are down, throw your Pa Cheng at one to destroy it, then repeat the whole process until all three orbs are wiped out.

CHAPTER 9: THE EMPEROR'S TOMB

TOMB OF THE FIRST EMPEROR

OBJECTIVES: Open a passage into the heart of the tomb.
ARTEFACTS: Shang Statuette

Before you do anything, go up to Mei Ying and press △ a few times to hear some witty dialogue! Now, down to business. Walk straight down the long passage, and interact with the golden pillar at the end. Once in the pit, watch the wall ahead, and when the segments glow red, a spiked part of the wall will shoot out, crushing you if you're in the way. So when you see the red glow, stay out of the way, then climb the segment of wall that shoots out. Keep repeating this until you reach the top. Head down the passage and through the door you opened.

Time your assault through the passage by whip-swinging on the beams when the flames are off. At the end, drink from the fountain, then pull the lever next to the door. Run back up the passage, and go through the new door on the right. For this next passage, you must throw a skull to make the orbs fire off electrical charges, and then run past them as they recharge. (A good tip is to use the Pa Cheng instead of skulls as it comes back to you.) Past the first lot of orbs, there's a health potion on the ground, so be sure to grab it. As you turn the corner, grab-drop into the next pit, and get the Shang Statuette, then use the ledges to get back out.

Once on the final straight, the lever to the door is situated in an alcove up and off to the left

GHOUL IF YOU THINK ITS OVER: You're nearly done. Keep fighting, you're on the home straight.

(there's a fountain in the alcove opposite). From the alcove, throw the Pa Cheng, drop down, and jump diagonally left as the orbs recharge. Make your way to the door. Exit the level via the newly opened door to the left.

THE PATH OF UNSEEN PERIL

OBJECTIVES: Survive the Trial of the Unseen. Protect Mei Ying.
ARTEFACTS: Qin Lawbook

Head down the steps and do battle with the Black Dragon soldiers, then take out the two zombies and the spirits that follow (use your Pa Cheng). After the cut-scene, go back into the area where you just fought, and drink from the fountain. Go into the next chamber and pull out the Mirror of Dreams.

Hold it, and you should see a clear wall that opens and closes ahead of you. Roll through when it opens, then get ready to dodge the spikes on the other side. Once you're beyond them, get past the next two invisible walls, then negotiate the chamber ahead. There's a route to follow that's very straightforward if you hold the mirror. The only problem area is when you have to equip the whip to swing, and the platforms vanish, but as long as you detach yourself from your swing in the normal way, you should be able to grab the invisible ledge ahead and pull yourself up. Equip the mirror again, then jump over to the steps. Climb up, and then haul yourself up the real side wall, and pull the lever there.

Go through the door to the side, and while Mei Ying fights the Black Dragons, jump up onto the ledge on your right, and head into the alcove. Take the Qin Lawbook from the pedestal, grab the Tiger Strength Potion, and then go and assist Mei Ying. After the next cut-scene, you'll have to fight yet more Black Dragons and spirits, before the stage ends with a cut-scene.

THE BELLS OF THE DEAD

OBJECTIVES: Find a way into the Terracotta Maze.
ARTEFACTS: Jade Luibo Board

Fight the zombies and their spirits, before going through the door, down the steps and through the next door. Cross the bridge to trigger a cut-scene, then use the Pa Cheng to defeat the possessed statue. Don't bother throwing it – the statue will block it. Instead, get in close and use it as a melée weapon! Go through the double doors, and equip the Mirror, then climb the gold ladder that appears to the right.

Get the Jade Luibo Board from the pedestal, and climb back down. Go through the door, and walk to the centre of the bridge to trigger a cut-scene, then equip the Mirror and use the golden bridge that appears to cross the chasm. Approach the bells and press , then play them as follows: if the bells are numbered, left to right (1-2-3-4-5), play 1, 3 and 5. Then walk to the next set of bells and play 2, 4, 5 and 1. Play 2, 4, 3, 5 and 1 at the third set, and finally play 3, 2, 1, 5 and 4 at the last set to open the door.

VON BECK'S REVENGE

OBJECTIVES: Survive Von Beck's Wrath.
ARTEFACTS: None

Whip-swing across the chasm, and you'll meet up with Von Beck again, via a cut-scene. What follows is a hellish chase in which you are pursued by Von Beck's driller tank. Running all the time, jump the various gaps in the ground, and then jump and whip-swing the beams to swing across the chasms. Don't worry about centring yourself each time, as you will automatically do this as you swing.

A short way into the chase, an arm will rise up out of the tank. This serves no purpose, other than to obscure your view (and it works). Watch out for the crumbling floors, and jump just before you get to them, before swinging on the beam.

At the end of the chase you will slide down a slope. Jump and swing on the beam at the end, and then turn around to watch Von Beck get his comeuppance. You're now clear to enter the Netherworld!

NETHER REGIONS: Anything goes in the Netherworld - including statues that come to life.

CHAPTER 10: THE NETHERWORLD

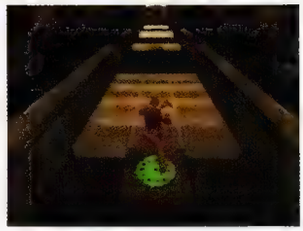
THE PILLARS OF THE UNDERWORLD

OBJECTIVES: Cross the Wall of Dreams to reach the Emperor's Crypt.
ARTEFACTS: Goa Burial Mask, Halberd Plate

Fight the possessed statues and the spirits, using your Pa Cheng, then run over to the pillars. Spin them right to left, then jump the first two gaps and whip-swing the third, before jumping over to the left. Defeat the next batch of possessed statues, defeat the spirits again and then, if the next batch of pillars are numbered left to right (1-2-3-4), spin 2, 4, 3 and 1, and jump and swing across as fast as you can.

Defeat the next set of spirits and statues, then spin the right, then the left pillar. Jump to the first ledge and swing to the second, before running and jumping to the next section of wall. Do the same as before with the next set of spirits and statues, but when they're defeated, hang drop over the edge of the wall, where the statues once stood, and get the Halberd Plate.

Get back up, and then face away from the pillars. Swing across on a row of lanterns (three swings in total), and then fight the next set of statues and spirits, before picking up the Goa Burial Mask from the skeleton on the ground. Swing back across the lanterns to the final set of pillars and, if they're numbered left to right (1-2-3-4-5), spin 3, 5, 4, 1 and 2, then make the tricky jump and swing dash to the Emperor's Crypt.



THE HEART OF THE DRAGON

OBJECTIVES: Recover the Heart of the Dragon. Escape with the treasure and your life.
ARTEFACTS: Shi Huangoi Cong Tablet, Heart of the Dragon

Go down the stairs and through the double doors, then equip the Mirror. Stand on the green circle. When it moves, follow it and stay on it until it moves again. Repeat this until you get near the other end of the passage, and the circle ceases to move. When you near the end, you may have to backtrack a few spaces before you're able to advance, so keep moving back and forwards onto the green block furthest forward – it should move to a new location eventually. Once across, get the Shi Huangoi Cong Tablet from the table to the right, then drink from the fountain opposite. Head up the steps to trigger a cut-scene, then fight the four possessed statues.

RISE OF THE BLACK EMPEROR

OBJECTIVES: Charge the Pa Cheng with mystical energy to penetrate Kai's shield. Defeat Marshall Kai and escape from the Tomb of the First Emperor.
ARTEFACTS: Heart of the Dragon

Jump or swing to each alcove surrounding the central combat zone. Equip the Pa Cheng and charge it up the with mystical energy. Throw it at Kai to damage him. This is fairly tricky, as it involves lots of switching between items – therefore it's best to equip the whip in the central area before you make each dash to the outer alcoves (as it's the only item you're likely to need until you actually get there), because otherwise you might get blasted off into the void if you try and make the switch near the edge. When you have hit Kai four times, a cut-scene will roll. After that, hit Kai once more with your mystical energy. When he's motionless in the centre, just slash him with the Pa Cheng to finally defeat him once and for all.

Now sit back and enjoy (or not) the ending. Congratulations!

ON DVD!
SSX3
BRAND NEW Ripped new in-game footage.
See the sickest tricks in the game!
TONY HAWK'S UNDERGROUND
BEYOND GOOD & EVIL
NEED FOR SPEED: UNDERGROUND
PLUS Every top game YOU'LL be playing this Christmas!

>NEXTMONTHINPSM2

WRITTEN BY REAL PS2 GAMERS LIKE YOU. PSM2 PLAYS PS2 LONGER, HARDER, FASTER!

WORLD EXCLUSIVE!

T.H.U.G

TONY HAWK'S UNDERGROUND

WORLD'S FIRST REVIEW

Real-life sucks – it's time to live the raw deal.

Now boarding – only in **PSM2**

PRINCE OF PERSIA

LOTR: RETURN OF THE KING

FIFA 2004

YOU'D BE A BENSON TO MISS IT

PSM2 #42 on sale

WEDNESDAY 29TH OCTOBER

ALSO IN NEXT MONTH'S ISSUE...

PRINCE OF PERSIA

EXCLUSIVE REVIEW! The platform game formerly known as 'Prince'. Only in PSM2.

FIFA 2004

FIRST REVIEW! It's gone to penalties – is this better than *PES3*? Only PSM2 knows.

LOTR: RETURN OF THE KING

FIRST REVIEW! It ties and binds us – and it's ripped apart in next month's PSM2!

SUBSCRIPTION OFFER!

GUARANTEE YOUR NEXT SIX ISSUES OF **PSM2** COMPLETE WITH DEMO DVD - ALL RUSHED HOT OFF THE PRESS, STRAIGHT TO YOUR DOOR!

SUBSCRIBE TODAY!

PSM2

Cheap copies of PSM2 delivered to my door plus a free joypad?! Yes. Yes! YEEEEEEES!

Just fill in this coupon or the card tucked in the mag and post her off today.

Title _____ Initials _____ Surname _____

Address _____

Postcode _____ Country _____

Daytime telephone number _____

Email address _____

Preferred joypad colour: Black ❑ Blue ❑ Red ❑

(We will supply a different coloured joypad if your preferred colour is unavailable)

Please choose your method of payment (1 or 2)

1. DIRECT DEBIT

❑ Direct Debit (UK only) 13 issues ONLY £38.39. Paid as £9.60 every three months.

Instruction to your Bank or Building Society to pay Direct Debits.

future publishing Media with passion

DIRECT Debit

Originator's Identification Number

7	6	8	1	9	5

Future Publishing Ltd. Cary Court, Somerton. Somerset. TA11 6BR

Please send this form to address shown

1. Name and full postal address of your Bank or Building Society branch

To: The Manager Bank/Building Society

Address _____

_____ Postcode _____

2. Name(s) of account holder(s) _____

3. Branch sort code (from the top right-hand corner of your cheque) | | | | | | |

4. Bank or Building Society account number | | | | | | | | |

5. Instruction to your Bank or Building Society

Please pay Future Publishing Direct Debits from the account detailed on this instruction subject to the safeguards assured by the Direct Debit Guarantee. I understand that this instruction may remain with Future Publishing and if so, details will be passed electronically to my bank or building society.

Signature(s) _____ Date _____

Ref No (Office use only) _____

Banks and Building Societies may not accept Direct Debit Instructions for some types of account.

2. CHEQUE/CREDIT CARD - 11 ISSUES + 2 FREE

❑ UK (cheque/credit card) £43.89

❑ Europe (Inc. Eire) & USA* £55.49

❑ Rest of the world* £65.49 *AIRMAIL

❑ Cheque (payable to Future Publishing Ltd. Sterling cheques drawn on a UK account.)

❑ Amex ❑ MasterCard ❑ Visa ❑ Switch Issue No/Valid date _____

Card No ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ Expires ☐☐☐☐

Signature _____ Date _____

UK readers return this coupon to:

PSM2 Subscriptions, Future Publishing Ltd, Freepost BS4900, Somerton, Somerset, TA11 6BR

Overseas readers return this coupon (postage payable) to:

PSM2 Subscriptions, Future Publishing Ltd, Cary Court, Somerton, Somerset, TA11 6TB, UK

❑ Please tick this box if you would prefer not to receive information on other offers.

Your subscription will start with the next available issue

Order code: UPLP41 Important: you may photocopy this blank form and then complete it. You cannot fax or email Direct Debit forms. Offer ends 29.10.2003

SO WHAT DO I GET?

- ☑ Your free Joytech Analogue Jolt PS2 joypad!
- ☑ Two free issues - that's 13 issues for the price of 11. Bargain!
- ☑ Never miss an issue - delivered from our printers straight to you.
- ☑ Free delivery direct to your door - you don't have to leave your PS2.
- ☑ Pay by direct debit and it'll only cost you £9.60 every quarter - that's a saving of 26% on the shop price!
- ☑ No risk - cancel at any time and get a full refund on all the issues you haven't received had yet.

HOW DO I SUBSCRIBE?

- **Call our subscription hotline, or...**
- **Fill in the coupon or card in the mag...**
- **Subscribe online at:**

For a FREE blue pad go to https://secure.widearea.co.uk/cisubs/FPL/UPL/WEBBLUE

For a FREE black pad go to https://secure.widearea.co.uk/cisubs/FPL/UPL/WEBBLACK

For a FREE red pad go to https://secure.widearea.co.uk/cisubs/FPL/UPL/WEBRED

FREE JOYTECH™ PS2 JOYPAD!*

Get 13 issues of PSM2 delivered to your door for the price of 11... that's just £3.38 each (saving 61p every issue)!

GET A FREE ANALOGUE JOYPAD AND 2 ISSUES FREE WHEN YOU SUBSCRIBE TODAY

Yes. Get the top PS2 mag for less, delivered to your door at the same time that it hits the shops – and a free joypad too. JOYTECH's superb Analogue Jolt Controllers feature Twin Analogue and Digital Control, Dual Vibration Feedback, and look and feel a cut above certain other pads. We've selected them because JOYTECH PS2 add-ons are among the best made, and coolest looking on the market today. Just like PSM2, then.

CALL OUR HOTLINE!

CALL TODAY: quoting UPLP41

0870 444 8667

*Please note that the joypad is available to UK subscribers only and are in limited supply. In the unlikely event that your choice of colour is unavailable, a replacement colour will be sent.

BACK ISSUES!

COMPLETE YOUR COLLECTION OF BRITAIN'S FIRST AND BEST PLAYSTATION 2 MAGAZINE

MISSED AN ISSUE OF YOUR FAVOURITE PS2 MAG & DVD?

Individual back issue prices indicated. Please call the number below for availability and ordering.

ISSUE #17 Xmas 2001 Sold Out
ISSUE #18 January Sold Out
ISSUE #19 February Sold Out
ISSUE #20 March Sold Out
ISSUE #21 April Sold Out
ISSUE #22 May Sold Out
ISSUE #23 June Sold Out
ISSUE #24 July Sold Out
ISSUE #25 August Sold Out
ISSUE #26 September Sold Out
ISSUE #27 October Sold Out
ISSUE #28 November Sold Out
ISSUE #29 December Sold Out
ISSUE #30 Xmas Sold Out
ISSUE #31 January Sold Out
ISSUE #32 February Sold Out
ISSUE #33 March Sold Out

ISSUE #34
April £4.49

PREVIEWS include: Dark Chronicle **REVIEWS include:** Splinter Cell, Tenchu **PLUS:** Enter The Matrix on DVD!

ISSUE #35
May £4.49

PREVIEWS include: Enter The Matrix **REVIEWS include:** Shinobi, NBA Street 2 **PLUS:** Onimusha 3 on DVD!

ISSUE #36
June £4.49

PREVIEWS include: Starsky & Hutch **REVIEWS include:** Final Fantasy 10-2 **PLUS:** Jak 2: Renegade on DVD!

ISSUE #37
July £4.49

PREVIEWS include: MGS3 **REVIEWS include:** Enter The Matrix, Futurama **PLUS:** Gran Turismo 4 on DVD!

ISSUE #38
August £4.49

PREVIEWS include: Indiana Jones **REVIEWS include:** Tomb Raider: TAOD **PLUS:** Our E3 Special on DVD!

ISSUE #39
September £4.49

PREVIEWS include: NFS: Underground **REVIEWS include:** Indiana Jones **PLUS:** Conflict DS2 on DVD!

ISSUE #40
October £4.49

PREVIEWS include: Prince of Persia **REVIEWS include:** Colin McRae Rally 04 **PLUS:** Onimusha 3 on DVD!

CALL THE PSM2 BACK ISSUES BATPHONE:

0870 444 8667

The magazine that plays PS2 longer, harder, faster than anyone else.
If you missed last issue, you're missing out – snap up a copy now!

THE NO.1 READ FOR *REAL* PS2 GAMERS!

EXCLUSIVELY FOR PLAYSTATION 2!

CHEAT!

THE BEST CHEATS AND TIPS!

THE KILLER NEW TIPS LINE EXCLUSIVELY FOR PS2!

TOMB RAIDER: THE ANGEL OF DARKNESS
Skip levels!

THE HULK
Invulnerability, one-hit kills, all puzzles solved and more!

SILENT HILL 3
Hidden options plus a complete costume change!

DIE HARD VENDETTA
Invincibility, big heads, exploding fists and more!

DEAD TO RIGHTS
Unlock everything, unlimited armour, invisibility!

PLUS TIPS FOR ALL THESE GAMES...

2002 FIFA WORLD CUP
ACTIVISION ANTHOLOGY
ATV OFFROAD FURY 2
BIG MUTHA TRUCKERS
BLACK AND BRUISED
BLADE 2
BMX XXX
BURNOUT
BURNOUT 2: POINT OF IMPACT
CONFLICT: DESERT STORM
CRASH BANDICOOT: THE WRATH OF CORTEX
CRAZY TAXI
DEAD OR ALIVE 2
DEVIL MAY CRY 2
DEF JAM VENDETTA
DEUS EX
DEVIL MAY CRY
DRAKAN: THE ANCIENTS' GATES
DR MUTO
ENTER THE MATRIX
EOE: EVE OF EXTINCTION
FIFA 2003
FISHERMAN'S CHALLENGE
GRAND THEFT AUTO III
GRAND THEFT AUTO: VICE CITY
GRAN TURISMO 3: A-SPEC
GRAN TURISMO CONCEPT: 2002 TOKYO GENEVA
HEADHUNTER
HITMAN 2: SILENT ASSASSIN
HOT WHEELS: VELOCITY X
JAMES BOND 007 IN... AGENT UNDER FIRE
JAMES BOND 007: NIGHTFIRE
JURASSIC PARK: OPERATION GENESIS
LARGO WINCH: EMPIRE UNDER THREAT
LEGENDS OF WRESTLING
LEGION: THE LEGEND OF EXCALIBUR
LMA MANAGER 2002
MAT HOFFMAN'S PRO BMX 2
MAX PAYNE
MEDAL OF HONOR: FRONTLINE
METAL GEAR SOLID: SUBSTANCE
MIDNIGHT CLUB II
NBA STREET
NEED FOR SPEED: HOT PURSUIT 2
PAC-MAN WORLD 2
PRIMAL
PRO EVOLUTION SOCCER
PRO EVOLUTION SOCCER 2
RATCHET & CLANK
RAYMAN M
RED FACTION
RED FACTION II
REIGN OF FIRE
RESIDENT EVIL CODE: VERONICA X
ROCKY
SAVAGE SKIES
SMASH COURT TENNIS: PRO TOURNAMENT
SPEED KINGS
SPIDER-MAN
SPYRO: ENTER THE DRAGONFLY
SSX TRICKY
STAR WARS: JEDI STARFIGHTER
STAR WARS: THE CLONE WARS
STATE OF EMERGENCY
STUNTMAN
TEKKEN TAG TOURNAMENT
TENCHU: WRATH OF HEAVEN
THE GETAWAY
THE LORD OF THE RINGS: THE TWO TOWERS
THE LORD OF THE RINGS: THE FELLOWSHIP OF THE RING
THE MARK OF KRI
THE SIMPSONS: ROAD RAGE
THE SIMS
THIS IS FOOTBALL 2002
TIGER WOODS PGA TOUR 2002
TIGER WOODS PGA TOUR 2003
TIMESPLITTERS
TOCA RACE DRIVER
TOM CLANCY'S GHOST RECON
TONY HAWK'S PRO SKATER 3
TONY HAWK'S PRO SKATER 4
TUROK: EVOLUTION
TWIN CALIBRE
V-RALLY 3
VIRTUA FIGHTER 4
WHIRL TOUR
WIPEOUT FUSION
WORLD RALLY CHAMPIONSHIP 2001
WRC II EXTREME
X-MEN 2: WOLVERINE'S REVENGE

CALL NOW!

VOICE ACTIVATED!

1. Dial the number
2. Answer the simple prompts
3. Solve your gaming problems!

*NO DRAWN-OUT MENUS

UNBEATABLE!

- The latest tips and cheats
- Updated every week
- Compiled by experts
- The biggest games
- Get tips texted to your mobile at no extra charge
- And only 50p per minute!

CALL NOW!

OVER 16'S CALL **0907 052 3658**

UNDER 16'S CALL **0907 052 3654**

Calls to the numbers above are charged at 50p per minute. Calls from mobiles, some networks and abroad may be higher. Always get the permission from the person paying the phone bill before you call. Each call to the under 16's number will end after six minutes, and cost no more than £3.00 if called from a standard phone line

PLAYSTATION 2 MAGAZINE
PSM2
プレビュー

OVERLOAD

THE LATEST GAMES LAST MINUTE

トクセンショウホウ

SHOOT 66: ... and the beauty is, just like Neo, they keep shooting/slicing as they fly. Slick.

EXPECTED UK FEBRUARY 2004

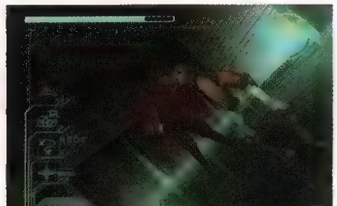
FLEX ON LEGS: Both girls are super wire fu athletic, and come packing cartwheels and backflips galore...

POCKET OF RESISTANCE: In addition to your primary weapons you get four inventory slots to lug stuff about in.

CY GIRLS

Chicks with kicks, guns and covert curves. And all running on the *MGS2* engine as well. Hoohah!

The characters may be based upon the figures created by Japan toy giant Takara, but there's noting childish or Crayola simple about the way they look and move through this game. Sleek, swift and beautiful. A far cry from the crapness of Johnny English. In fact, as far as we're concerned, this is exactly what being a spy should be all about – 'cept for the ladybumps, of course.

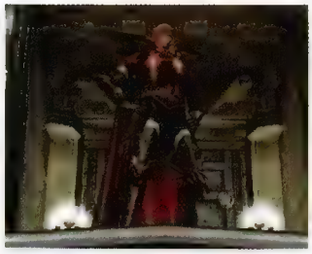


The Idea: Two foxy ladeez, Ice and Aska – one good at martial arts the other a dab hand with guns (hey!) – search the globe for a hacker who's holding nations to ransom.

Best Features: The diving in and out of virtual environments in a new-wave twist on *Soul Reaver* is by far the biggest pull to play with this one. If the action gets too hot in the 'real' world you can zip the characters over to cyberspace and then preform actions that twists reality to your advantage. Popping locked doors, hijacking security systems and the like. The great thing is, unlike *Enter The Matrix* the passage between worlds isn't dictated by linear plotlines and cutscenes. Just tap a button and – bzzzzzit – over you go. Not only that but the action visually benefits from running at a frightening rate on Kojima's *MGS2* engine – look at those screens for evidence. Expect VR trickery as sweet as anything Snake or Raiden ever encountered. The game also sports environments as far apart as South America and the Far East as well as a generous spread of bladed and ballistic weapons to slice and dice henchmen with.

Bottom Line: Off to a great start thanks to that graphics engine but it's just another third-person spy related action adventure to add to five already on the radar between now and Easter 2004. Jesus, is there no creative storylines in developers brains these days? Or is it a case of a fear of altering a working formula.? Ultimately, not so much *Cy Girls* as (sigh) girls...

ANTICIPATION ★★★



NEW SHOTS!

GOD SPOD: Combine the power-ups with the cross weapon and you can hit enemies with a fat religious slap.

EXPECTED UK SPRING 2004

CASTLEVANIA: LAMENT OF INNOCENCE

We body bagged this bad boy well before the Sony Experience, but it was still interesting to get to grips with some later code. Even after we did, though, our previous assertion that this is *Devil May Cry* with a whip holds true. Not that we're trying to do the game down. Far from it. If there's anything that could be judged as a spiritual sequel to Mikami's first game, it's this... Even if it does come from a completely... different... series. Oh, you know what we're on about. Obviously Koji Igarashi – the brains behind all the '*Vanias* – must have liked, and been influenced by, everything he saw in Mikami's balls-out shocker.

The Idea: You're Leon Belmont, forefather to the subsequent Belmont heroes of the other games in the series, and this is the first crossing of paths with the evil vampire hordes of Count Dracula-ah-ah-haaa!

Best Features: Yep, it's a series prequel, but don't let that put you off. This is everything *DMC2* should have been and more besides.

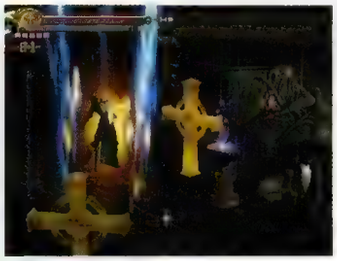
Whip cracking in a 360 degree (ahem) vein, there are five vast sections of Dracula's castle to explore, and 80 species of vampiric spawn to battle against. However, the most intriguing feature is the host of weapon combos to unlock. As well as the whip Leon gets to wield holy water, a dagger, an axe, a cross (of course) and a mystical crystal. Plus, each of these weapons has seven magical orbs that produce different power-ups. It's juicy like a virgin's pale and pulsing neck cables, muhahaha...

Bottom Line: Looking good, feeling good – especially where the whip's concerned – and sending out a goodly depth of stuff to puzzle over and get involved with too.

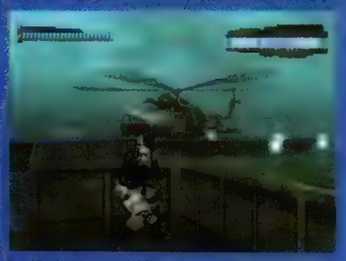
ANTICIPATION ★★★★

STONE POSES: Creature types include zombies, skeletons and golums. Like this crumbly frikker.

POINTS OF SPEW: Fend off festering zombies with a high hit-point magic attack. Like so.



DEEP FORT: The castle's divided into cathedral, garden, alchemist's laboratory, theatre and dungeon.



EXPECTED UK TBC

KILL SWITCH

The Idea: "You're not here to prevent a war. You're here to start one." It's not often that game tag lines make it into the last minute cramming of Overload, but we think this one's worthy. Especially in light of this being another inventive shooter from the dog-loving folk that brought us *Dead to Rights*. Down boy!

Best Features: Namco know their onions when it comes to guns, hence this latest paramilitary shooter. Of the two new features in the game, the ability to pick stuff up to use as shields has curried the most favour. As for the non-aimed shooting, we've seen it already in *The Getaway*. Still, the fact that the screen dies like a shut down monitor when you're killed kicks up some interesting possibilities.

Bottom Line: Even the Namco pedigree can't lift this above being another soldier shooter with a twist.

ANTICIPATION ★★★

EXPECTED UK TBC

FRONT MISSION 4

The Idea: Hulking great robots from the 22nd century panel beat each other into scrap with lots of RPG chatter along the way.

Best Features: It's new like the schmoo at the moment so only the barest of details. The game's set some six years after *Front Mission 3*, which makes the date 2118. In this time of warring corporations – think *Armored Core* – two Wanzer pilots, Elza and Darryl, live in a world of strategic combat and fiddlesome upgrades.

Bottom Line: The *Front Mission* series is a legend you may not have encountered as yet. *Ring of Red* is the only game that comes close to what the last *Front Mission* achieved and that was OK at best.

Nestling, as it is though, in the hands of the all new Square Enix and with Toshiro Tsuchida at the helm – the man who's produced and directed all the *Front Missions* to date – this is almost certainly brilliant.

ANTICIPATION ★★★★

FIRST LOOK!

DRAGON YOUR FEET: It's all in the weapons, y'know. And firstly you need a dragon as raw material.

BLASTERFARIAN: If you've got big monsters, then you need equally large means of taking 'em down.

RAPTOR ROUND: We can only hope that they don't borrow too much of their (average) *Dino Stalker*.

EXPECTED UK TBC

MONSTER HUNTER

Fancy spending 15 hours polishing your level one rusty dagger until its a gleaming level 1.5 rusty dagger? No, neither do we. See, the old skool flavour of RPG is already sticking in our throats even before it's really started online. It looks like *FF11* will only happen over here with the advent of the HDD which, with PS3 already on the horizon, will be about as popular as a Ronco Fuzzaway. So what's left? *Monster Hunter* that's what's left.

The Idea: It's an massively multiplayer online RPG from Capcom with a fantasy slant. Beauty is, all the monster hunting is intrinsic to the way the game plays. Forget the customary and nebulous gaining of gil or experience points. If you bag a monster, you get to use it's skin, bones and magical abilities to create bigger and better weapons.

CAT MELEE: Aw look, isn't he cute. Hang about, why is he carrying a massive club? Run for it!

Best Features: Another smart factor is the way the creatures behave. The AI of every animal in the world is geared towards certain behavioural traits. Some are vegesaurs that'll only retaliate when provoked, others need to be lured into traps, others are hardwired to hunt down and kill any humans they encounter. No random encounters, no turn-based 'you hit me, I hit you' labouring. It's like a fantasy Jurassic Park where every bio system on the food chain interacts.

It's not all hunting, though. In-between sorties out in the vast game world, there's time in preparation back at base camps. Here survival can mean time spent with fishing mini games, or forming new allegiances in order to take down the largest and most valuable beasts. It's the hunt or be hunted RPG!

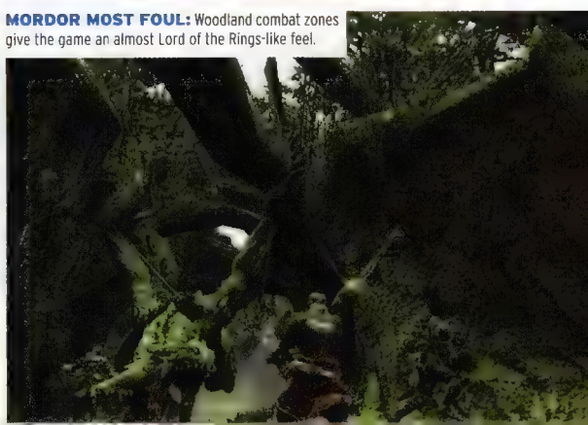
Bottom Line: From sub-missions that involve the transport of monster eggs to customising your character's appearance, this is an action heavy unique RPG. And we think it'll be great

ANTICIPATION ★★★★★

FISH UPON A STAR: Seems that the survival ethic is the new gameplay twist to come out of Japan.

HEAVEN TENT: Base camps appear to be temporary affairs. Looks like you're living a city free, nomadic existence here.

MORDOR MOST FOUL: Woodland combat zones give the game an almost Lord of the Rings-like feel.



BLAZING PLOD: It's all about balancing the route you take against your health and the amount of water you carry.

WET CARTER: Hoses, axes and something that looks suspiciously like a bazooka. Dean's kit list is impressive.

EXPECTED UK 2004

FIREFIGHTER FD18

FUEL RUNNINGS: Flash points, like car petrol tanks exploding, make the path to safety even more hazardous.

FRESH SCREENS!

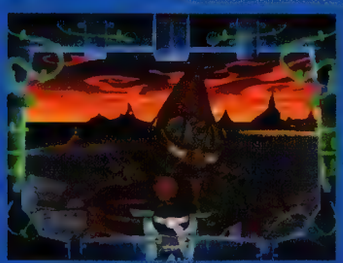
The Towering Inferno, Backdraft and... and... Frequency. Okay, outside of London's Burning the boy's in black aren't the immediate choice for action heroes, especially in game form. So far we've had *City Crisis* and a dabbling of extinguisher action in *TimeSplitters 2* and *The Thing*. Now, though, wannabe Firemen Sams can rejoice as Konami create a game all about the fight stuff – the firefight stuff.

The Idea: It's time to put you arson the line (geddit?) as Dean McGregor, all round tough guy and inner city smoke eater. He's got his work cut out for him, though, as there's a twisted firestarter on the loose who's raising his hometown to the ground.

Best Features: Breaking into blazing buildings and using the tools of your trade to rescue trapped civilians. Axes, hoses, oxygen masks all stack up in an armoury against backdrafts, flashovers and toxic chemical clouds. Dean also comes packing a portable water canon that he can use on the least accessible parts of the tower blocks and cruise ships he's called upon to douse. Plus, there's a linking backstory that involves reporter love interest, Emilie Arquette, as she closes in on the perpetrator of the blazes.

Bottom Line: FIRE! FIIIRE! We're loving the ever changing conditions that get kicked but when you go against something as capricious as a blazing building. We're not sure if the coders have written AI routines into the flames, but it certainly seems that way. It's... like... it's... alive...

ANTICIPATION ★★★★



EXPECTED UK TBC

I-NINJA

The Idea: Be a bubble-headed ninja called 'Ninja' out to hop and slice his way through a cel shaded world filled with ne'er-do-wells.

Best Features: The abilities of the little freak are pretty impressive. Not only can he hack with the best of 'em, he can also run up walls, flick out shuriken, poison enemies with his blow gun and slide along rails just like Mr Hawk. Then there's his ability to build up momentum in half pipes and flip himself into secret areas as well as the opportunity to pilot a dirty great big robot (pictured above).

Bottom Line: This one's coming from Argonaut Studios – the makers of *Croc* on PSone – so it'll be solid enough but, we fear, slightly old skool in the post *Jak 2* character-action department.

ANTICIPATION ★★

EXPECTED UK NOVEMBER 2003

ROLLING

The Idea: The inline skate game that came, went and has now come back again. Confused? Think *Tony Hawk's* (three, not four or *THUG*) but with wheels on both feet and you'll be in the right skate park.

Best Features: Shot into limbo when Rage went to the wall, now resurrected by SCi for those out there who've played *Aggressive Inline* to death. It's all about the number of tricks your skater can preform (250 in all) customising them in over 1200 ways and acing all the challenges dotted around each o the 10 blade friendly cityscapes. Welcome back, skater dude!

Bottom Line: Will it's age show? The rest of the extreme players have moved on. That said the lack of competition means this has got a (rolling) start.

ANTICIPATION ★★

EXPECTED UK NOVEMBER 2003

BLOODY ROAR 4

The Idea: Manimals fight in human and beast form for the ultimate prize, a year's supply of kitty litter and scratch post...

Best Features: Wanna see the three new characters that bolster the usual line up? Then you'll have to be quick as the game engines been given a set of go faster stripes. It also has a new career mode that allows the player to upgrade their character's stats. The currency for these improvements are ability points and guess how you get hold of them? Yep, beating the fleas off any of the other hairballs.

Bottom Line: Looks slick, moves like a cat on skates but a career mode isn't the reinvention the beat-em-up needs.

ANTICIPATION ★★

EXPECTED UK NOVEMBER

DANCING STAGE FEVER

The Idea: Risk major injury on a sweaty dance mat while mates laugh at you voguing frantically to keep your balance.

Best Features: So I said, "Come on Eileen, let's go get some Teenage Kicks. Apparently the Boys Are Back In Town and it's Cool For Cats." But All That She Wants to do is sit around the house... Which encapsulates the majority of the new tracks on offer within the 16 available. Other than that this is exactly the same game you know and love with some fresh visuals.

Bottom Line: We're itching to get hold of a version of this game that allows you to rip your own tracks. Until then, we're rather more excited by their amazing Karoke game.

ANTICIPATION ★★★★

FREE!
96-page tips book – every decent PS2 cheat in existence!
PLAYSTATION 2 max PRESENTS
TIPS MASTERCLASS
EVERY TIP EVER! OH LORDY YES!
WICK!
THE ULTIMATE A-Z OF PLAYSTATION 2 CHEATS
WARNING! EVERY PS2 CHEAT CODE EVER!
GTA: VICE CITY
MGS 2 SUBSTANCE
TOMB RAIDER
LOADSA CODES!
ONLY IN max!
INDIANA JONES AND THE EMPEROR'S TOMB
FINISH THE GAME, GET EVERY UPGRADE, COLLECT ALL THE WEAPONS. IT'S ALL HERE IN OUR MASSIVE GUIDE!
ONLY FROM THE MAKERS OF max
EXCLUSIVE REVIEW!
THE SIMPSONS HIT&RUN
AYE CARUMBA! SPRINGFIELD GOES GTA! AND IT'S THE BEST SIMPSONS GAME YET!
JAK II
IT'S PS2'S BEST-EVER PLATFOMER!
MASSIVE 8-PAGE REVIEW!
ONLY £2.99
Don't settle for second best
GET max ON SALE
Wednesday 1 October

www.battleorders.co.uk
Games Weapons
FREE CATALOGUES
Over 18's Only
• The Return of the King
• Metal Gear Solid
• GTA: Vice City
• Splinter Cell
• Tomb Raider
Narsil
10 Primary LOTR Swords available
Over 1,000 Replica Guns, Swords, Arms and Armour
Tel: 0870 4430182

One Minute Wind-Up
WANT TO WIND UP YOUR MATES?
LOOK NO FURTHER!
Choose from 7 wicked wind ups.
Quick call! Quick Wind-up!
0905 235 9390
STD Clinic. My daughter's pregnant. Sex Survey. New game show invites you. Page 3 Girl Stuck in a Lift. Telephone Engineer. Inland Revenue.
Onwards EC2A 3AH £1 per min. Over 18 only.

GAMES MASTER
Y buy it? rent it! at www.gamesmaster-rent-4u.com
ps2xboxgamecubegames

ON THE PULL?
CALL... the Vibe!
ONLY 25P/MIN!
09062 77 33 02
ROI 1570 939 104
Calls cost - UK:25p/min - ROI:€1.27/min - The Vibe, PO Box 206, HP3 9FT

PSM2
No.1 FOR PLAYSTATION 2
With an ABC OF 70,049,
Can you afford not to advertise here?
Call Chris Thom on:
01225 442244

TEXT CHAT
ALL NETWORKS
LIVE 1-2-1 24/7 RED HOT AND THRILLING
Send HOT to 89121
or send HOT to 83038
Available to Vodafone, Cellnet, Orange + T-Mobile users.
To Unsubscribe send U CHAT
Each text costs £1.50 to receive Vodafone, Cellnet, Orange + T-Mobile Box 201 CA48GU
GAY 1-2-1 send BOYCHAT to 89121

flirt HOTLINE
THE HOTTEST GIRLS AROUND
09065 899 808
ROI 1570 939 106
Calls cost - UK:60p/min - ROI:€1.27/min
FH, PO Box 206, HP3 9FT

get it on...
chat for only 25p/min!
09012 77 10 58
Calls cost - UK:60p/min
W, PO Box 206, HP3 9FT

Asian Babes want your call for very private LIVE chat
09066 423 032
PO BOX 1299 FORUM, LONDON N18 2BU.
Calls £1.00 per min. all times. Calls recorded.

QUICK CHAT
with quick girls on line waiting for a LIVE 1-2-1 with you NOW!!
QUICKIE LINE
Instant Response Guaranteed
09052 301 026
PO BOX 1299 FORUM, LONDON N18 2BU.
Calls cost £1.00 per minute at all times. All calls recorded.
FOR 121 MOBILE ACCESS
020 8790 9696
PO Box Senate, London N18 2BU. Calls equal to £1.00 per minute.

The PhoneBar
NO.1 FOR OVER 6 YEARS!
Even MORE genuine WOMEN online NOW...
09066 14 13 29
Calls cost - UK:60p/min - ROI:€1.27/min
PB, PO Box 206, HP3 9FT
ROI 1570 939 101

PSM2
To advertise in the only choice for REAL PS2 gamers
call Ben Pearson on:
01225 442244 Ext. 2685
Or send an email to:
ben.pearson@futurenet.co.uk

THE MADNESS OF KING BROOKING*

We know him as the laid back co-commentator of *Pro Evolution Soccer*, but West Ham stalwart and BBC pundit Trevor Brooking is just as likely to dip his tootsies into the sea of bewildering oral whoopsies *in real-life too*! See if you can tell Trevor's real-life bon-mots from his in-game chunter with PSM2's patented quiz-o-rama!

THE RULES

Look at Trevor's wise words, have a think, then write down whether the quote came from:

a) Pro Evo 2
b) Pro Evo 3
c) Off of the telly

To make things *really* exciting we've even thrown in one comment *which is a total lie*!. Hoo! What won't he say, eh? The tally up your score to see if you are worthy of 'Brooking's Commentary Crown'. Good luck to everyone! Bon Reading!

START

1) "Merseyside derbies usually last 90 minutes and I'm sure today's won't be any different."

Answer: _____

2) <Player shoots from 40 yards and hits the bar>
"He really should have done better from there."

Answer: _____

3) "Unfortunately, we don't get a second chance. We've already played them twice."

Answer: _____

4) Mystery Commentator X - "Trevor Brooking is in the Sapporo Bowl. What's it like Trevor?"
Trevor Brooking - "Well, it's a bowl shape, Mystery Commentator X"

Answer: _____

5) "HHHhhuurrrggghhhhh..."

Answer: _____

6) "West Ham are a great club, and we'll definitely bounce straight back into the Premiership."

Answer: _____

7) <During Golden Goal Extra Time>
"I can't help thinking the first goal will be crucial."

Answer: _____

FINISH

©Sam Barcroft/Rex Features

*Note: We don't *really* think that Trevor Brooking is mad, he just says things that make him sound that way (ie, sane).

ANSWERS

1) Telly 2) PES2 3) Telly 4) Telly 5) PES2 6) Fib 7) PES3

Partymob.com

More tones for more phones

HEAR THE LATEST TONE LISTINGS!
0871 222 5323
UK NATIONAL RATE

TONES and POLYPHONICS

MONOPHONICS for NOKIA • SAGEM • SAMSUNG • MOTOROLA • SIEMENS
POLYPHONICS for NOKIA • SAGEM • SAMSUNG • SHARP • PANASONIC • MOTOROLA • SONY ERICSSON • SIEMENS

BABY BOY · beyonce feat sean paul ... 112933
RIGHT THURR · chingy ... 112868
PRETTY GREEN EYES · ultra beat ... 112877
CRAZY IN LOVE · beyonce knowles ... 112707
GHETTO MUSIC · outkast ... 112981
LIKE GLUE · sean paul ... 112785
BABY BOY · big brovaz ... 112859
SENORITA · justin timberlake ... 112732
CAN'T HOLD US DOWN · c aguilera ft. 112860
SHAKE YA TAIL... · nelly, p diddy ... 112839
LIFE GOT COLD · girls aloud ... 112854
RUBBERNECKIN · elvis presley ... 112864
CHIHUAHUA · dj bobo ... 112905
FIX UP LOOK SHARP · dizzee rascal ... 112937
SUNSHINE · gareth gates ... 112906
DANCE · lemar ... 112934
I BELIEVE IN A THING... · the darkness 112972
I CAN'T LET YOU GO · ian van dahl ... 112918
JUMPIN' · liberty x ... 112998
DANCE COMMANDER · electric six ... 112876
GOING UNDER · evanescence ... 112968
THOIA THONG · r kelly ... 112948
SWEET DREAMS · rachel stevens ... 112949
THESE DAYS · alien ant farm ... 112907
SOMEDAY · nickelback ... 112967
BROKEN SILENCE · so solid crew ... 112969
YEAH WHATEVER · westlife ... 112976
SHOW ME A SIGN · kontakt ... 112979
AMERICAN IN AMSTER... · wheatus ... 112962
RE-OFFENDER · travis ... 112975

YES!!! All RINGTONES are MONOPHONIC and POLYPHONIC

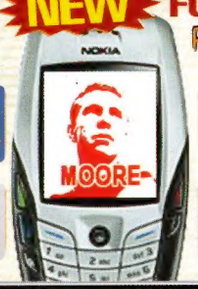
COLOUR PIX

NOKIA • SHARP • SAMSUNG
SONY ERICSSON • SIEMENS

250109 250061 250059
250055 250066 250115

NEW FOOTBALL ICONS

PUT YOUR MOBILE IN THE PREMIER LEAGUE...



251339 251336 251345
251330 251331 251333

ORDER: 09064 004665 (UK) 1580 116518 (IRE.)
SMS (UK): Send CPICT + NUMBER to 87010 Example CPICT 250013

COLOUR PIX AND ICONS REQUIRE A WAP ENABLED MOBILE TO DOWNLOAD. FOR FULL COMPATIBILITY SEE WWW.PARTYMOB.COM

CELEBRITY PIX GET THEM! ON YOUR MOBILE

NOKIA • SHARP • SAMSUNG • SONY • SIEMENS

251373 251262 251111 251120 251156 251314 251210 251247
251322 251358 251255 251361 251370 251367 251359 251353

ORDER: 09064 004665 (UK) 1580 116518 (IRE.)
SMS (UK): Send CPICT + NUMBER to 87010 Example CPICT 250013

DISTRIBUTED UNDER LICENSE
YOU MUST BE WAP ENABLED!

PICTURES for NOKIA • SONY ERICSSON SIEMENS • SAMSUNG LOGOS

HELP WANTED
THIS BITCH BITES
SLIM SHADY
HUMPTY DUMPTY WAS PUSHED!
I'm Back!
BOY RACER
Toucha My Phone I Slappa Your Face!
DAMN RIGHT I'M GOOD IN BED I CAN SLEEP FOR DAYS
I'd Rather Be Spanking The Monkey
my heart is yours
I AM NUTS ABOUT YOU
I'm Blonde whats your excuse???
PARENTAL ADVISORY EXPLICIT CONTENT
SEXY
NAUGHTY BOY GO TO MY ROOM!
MEN ARE LIKE ROSES. WATCH OUT FOR THE PRICKS!
Angel Until Naked

141822 141261 141013 141904
141796 141244 141928 141245
141286 141844 141557 141922
141782 141668 141811 141462
142038 141021 142114 141795
142116 141780 141445 142110

131353 131724
131107 131127
131632 131690
131758 131789
131692 131582
131706 131693
131682 131838
131635 131141

ORDER: 09064 004665 (UK) 1580 116518 (IRE.)
SMS ORDER (UK): Send PICT or LOGO + NUMBER to 87010 Example PICT 141289 or LOGO 131121

ONE CALL 3 RINGTONES

HIP HOP CLASSICS - 119939
• CALIFORNIA LOVE - Ore/Tupac • REGULATE - N. Dogg & Warren G • GANGSTAS PARADISE - Coolio

SOFT ROCK - 119945
• FINAL COUNTDOWN - Europe • LIVING ON A PRAYER - Bon Jovi • EYE OF THE TIGER - Survivor

EMINEM - 119915
• REAL SLIM SHADY • STAN • PURPLE HILLS - D12

FOOTBALL - 119919
• THE GREAT ESCAPE • WE ARE THE CHAMPIONS • EAT MY GOAL

DANCE HITS - 119941
• LOGICAL SONG - Scooter • LIKE A PRAYER - Madhouse • RHYTHM IS A DANCER - Snap

RED HOT CHILLI'S- 119954
• BY THE WAY • UNDER THE BRIDGE • CALIFORNICATION

chart

SUNDOWN · s club 8 ... 113001
YEH YEH YEH · mel c ... 112991
FAST FOOD SONG · fast food rockers ... 112702
SOMETHING BEAUTIFUL · rob williams 112840
ROCK YOUR BODY · justin timberlake ... 112508
SLEEPING WITH THE LIGHT... · busted ... 112819
NEVER GONNA LEAVE... · d bedingfield ... 112710
IT'S A CHEEKY HOLIDAY · cheeky girls ... 112882
FEEL GOOD TIME · pink ... 112755
SEND YOUR LOVE · sting ... 112971
GET IT TOGETHER · seal ... 112952
YEAR 3000 · busted ... 112344

nu metal

THE ANTHEM · good charlotte ... 112493
FAINT · linkin park ... 112713
NUMB · linkin park ... 112886

indie

I JUST DON'T KNOW... · w stripes ... 112892
GENIE IN A BOTTLE · speedway ... 112917
SEVEN NATION ARMY · white stripes ... 112604
FOOLS GOLD · stone roses ... 111230
FALLEN ANGEL · elbow ... 112911
STOP · black rebel motorcycle club ... 112963

hip hop

CAN'T STOP WONT STOP · young gunz 113000
IN DA CLUB · 50 cent ... 112440
21 QUESTIONS · 50 cent ft. nate dogg ... 112582
BUSINESS · eminem ... 112695
X GONNA GIVE IT TO YA · dmx ... 112617
FORGET ABOUT DRE · dr dre ... 111138
LOSE YOURSELF · eminem ... 112289
BEAUTIFUL · snoop dogg ... 112511
I KNOW WHAT YOU... · b rhymes ft. ... 112561
SUPERMAN · eminem ... 112427

grunge

HAVE IT ALL · foo fighters ... 112996
ALL APOLOGIES · nirvana ... 112999
SMELLS LIKE TEEN SPIRIT · nirvana ... 112930

urban

MUNDIAN TO BACH KE · panjabi mc ... 112342
FAVOURITE THINGS · big brovaz ... 112560
SCANDALOUS · mis-teeq ... 112444
CAN'T GET IT BACK · mis-teeq ... 112733

r&b

BREATHE · blu cantrell feat. sean paul ... 112521
IGNITION · REMIX · r kelly ... 112642
NEVER LEAVE YOU · lumidee ... 112774
FRONTIN · pharrell williams feat jay z ... 112855
SNAKE · r kelly feat tigger ... 112687
NO LETTING GO · wayne wonder ... 112690

dance

HERE COMES THE SUNSHINE · love inc 112870
FLY ON THE WINGS OF LOVE · xtm ... 112705
HEAVEN · dj sammy ... 112229
LONELINESS · tomcraft ... 112576
POWER OF BHANGRA · snap vs motivo 112910
DEEPEST BLUE · deepest blue ... 112821
TOO FAR GONE · lisa scott-lee ... 112865
COMPLETE · jaimeson ... 112849
DAMAGED · plummet ... 112567
BARCELONA · d kay and epsilon ... 112908

reggae

GET BUSY · sean paul ... 112634
NO WOMAN NO CRY · bob marley ... 111331
GIMME THE LIGHT · sean paul ... 112422

partytime

ONE STEP BEYOND · madness ... 111278
THE CHEEKY SONG · the cheeky girls ... 112313
KUNG FU FIGHTING · carl douglas ... 111419

night fever

PUSH IT · salt-n-pepa ... 112551
DANCING QUEEN · abba ... 111111
YMCA · village people ... 111435

ibiza essentials

MAKE LOVE · room 5 ... 112465
SANDSTORM · darude ... 111290
I'M IN HEAVEN · jason nevins ... 112781

football

ARE YOU READY FOR LOVE · elton john 112869
MR BIG STUFF · SOCCER AM · j knight ... 112559
YOU'LL NEVER WALK... · liverpool ... 111351

club classics

SATISFACTION · benny benassi ... 112751
CAFE DEL MAR · energy 52 ... 111386
INSOMNIA · faithless ... 111569

chillout

CHILDREN · robert miles ... 111361
BRAVEHEART · dj sakin ... 111719
UNFINISHED SYMPATHY · mas.e attack 112437

rock

BRING ME TO LIFE · evanescence ... 112651
SWEET CHILD O MINE · guns and roses 111258
BAT OUT OF HELL · meatloaf ... 111286
LIVING ON A PRAYER · bon jovi ... 111376
ENTER SANDMAN · metallica ... 111371
CANT STOP · red hot chili peppers ... 112404

ballads

DANCE WITH MY FATHER · l vandross 112973
ANGELS · robbie williams ... 112646
RED RED WINE · ub40 ... 111248

irish traditional

FIELDS OF ATHENRY ... 112470
BROWN EYED GIRL · van morrison ... 111327
WHISKEY IN THE JAR ... 112474
IRISH ROVER · the pogues ... 111492

themes

ONLY FOOLS AND HORSES ... 111369
MISSION IMPOSSIBLE ... 111121
THE SIMPSONS · ... 111132
ROCKY · jogging theme ... 112481
EXORCIST ... 111871
JACKASS ... 112554
SCOOBY DOO ... 111142
AXEL F · beverley hills cop ... 111601
ROCKY ... 111141
PHOENIX NIGHTS ... 112364
SEX AND THE CITY ... 111673
MUPPETS ... 111134
GOOD BAD AND THE UGLY ... 111181
BANANA SPLITS ... 112578
WINNIE THE POOH ... 111613
DIRTY DANCING ... 111249
THE A TEAM ... 111115
HARRY POTTER ... 111548
STAR WARS ... 111125
THE TERMINATOR ... 111602
FRIENDS ... 111152
MATRIX · rage against the machine ... 111848
JAMES BOND ... 111119

HELP AND COMPATIBILITY

Can you handle it? Before you order, check which products your phone can handle and how to save them! UK National rate.
0871 222 5321

ORDER: 09064 004665 (UK) 1580 116518 (IRE.)
SMS (UK): Send POLY or TONE + NUMBER + MAKE to 87010 Example POLY 112247 NOKIA or TONE 111121 NOKIA
Polyphonics require a WAP enabled mobile to download. See www.partymob.com for compatibility.

MOBILE GAMES

load! save! play!

for NOKIA • SIEMENS • SHARP • MOTOROLA

Road racing mayhem & madness!
210198

210228

210210

210195

210128

210227

210103

210164

210179

210211

210221

210222

210223

210105

210200

MOST WANTED

Wizard Pinball	210172	Foot tricks	210118	Casino VIP	210178
Strange Maze	210186	Pirate Darts	210179	Cricket	210160
Chess	210182	Xtreme Boxing	210164	Planet Jam	210119

ORDER: 09064 004665 (UK) 1580 116518 (IRE.)
SMS (UK): Send JAVA + NUMBER to 87010 Example JAVA 210105

YOU MUST BE WAP ENABLED!

BEFORE ORDERING, VISIT OUR WAPSITE.
WAP.PARTYMOB.COM
CHECK OUT GAMES & COMPATIBILITY.

For your FREE mobile game, polyphonic ringtones, & colour screensavers, visit our website at Partymob.com

Calls cost £1.50 per minute. Mobiles charges vary. We recommend you call from a landline. Ireland calls cost Euro 1.90 per min. You must be 16 or over to use any of these services. You must complete the call to receive your order. Your call is likely to take 3 minutes but will take longer if time is spent browsing information. SMS charges(UK): Vodafone, O2, T-Mobile and Orange £4.50. You must have sufficient credit to receive your order. Java, Polyphonics, Colour Logos and Colour Pictures require a WAP enabled handset. You will also incur your normal SMS and WAP charges. Royalties paid to MCPS & PRS. Partymob.com will NOT use your data for any other purpose than to deliver the product ordered. PARTYMOB.COM DOES NOT SEND UNSOLICITED TEXT MESSAGES. partymob.com, PO Box 28 Northampton NN1 5DS After Sales: 0871 222 0773 (UK. National Rate). 1850 928228 (IR. CallSave).

CONFLICT DESERT STORM II

OUT NOW
WWW.CONFLICT.COM

"Brilliant, brilliant and brilliant" PSM2

"a meaty shoot-'em up with tricky tactical elements" OPM2

"as good a representation of war as you're going to get in a videogame" Play

BACK FOR SOME UNFINISHED BUSINESS!

PIVOTAL GAMES

PlayStation 2

SCi GAMES

© 2003 SCi Games Ltd. All Rights Reserved. Conflict: Desert Storm II is a trademark of SCi Games Ltd. Developed by Pivotal Games. Pivotal Games is a trademark of Pivotal Games Ltd. All Rights Reserved.
PlayStation and the PS Family logo are registered trademarks of Sony Computer Entertainment, Inc.

Made with love by

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!